LEAGUELEADER

The Nuts and Bolts

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This section contains explanations of every report in LeagueLeader. It’s a huge section which is why it's here.

Forward

LeagueLeader is a large program with many features and options. Too many to go over easily in one section. We've shown you how to create a Dart League and how to use TKBrackets, this section is about using the cool bits we didn't cover.

Many of the things in this book are not necessary for daily function or are used in very specific instances. But they are valuable parts of the program and, in some cases, will make running leagues/brackets easier. The vast majority of the book covers all the reports in LeagueLeader. That's 37 reports in total.

This book also goes over two major sections: Utilities and MASTER. Utilities are all about functions that make things easier or are required to make leagues/tournaments work. The MASTER section is a user interface for the entire LeagueLeader database.

This book is less of a "how to" and more of a "what is where and how to use it". There is a lot of data here. It may be easier to pick and choose what you want to read than to read the whole thing.

How do I get LeagueLeader?

Send the following information to mgannon@bullshooter.com:

Company Name
Billing/Shop Address
Phone Number
Fax Number
Contact Person
Contact Email

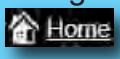
We'll set you up an account and you'll be running a league in no time.

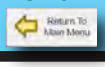
1

The Main Menu

A vastly underrated page that will make your life easier.

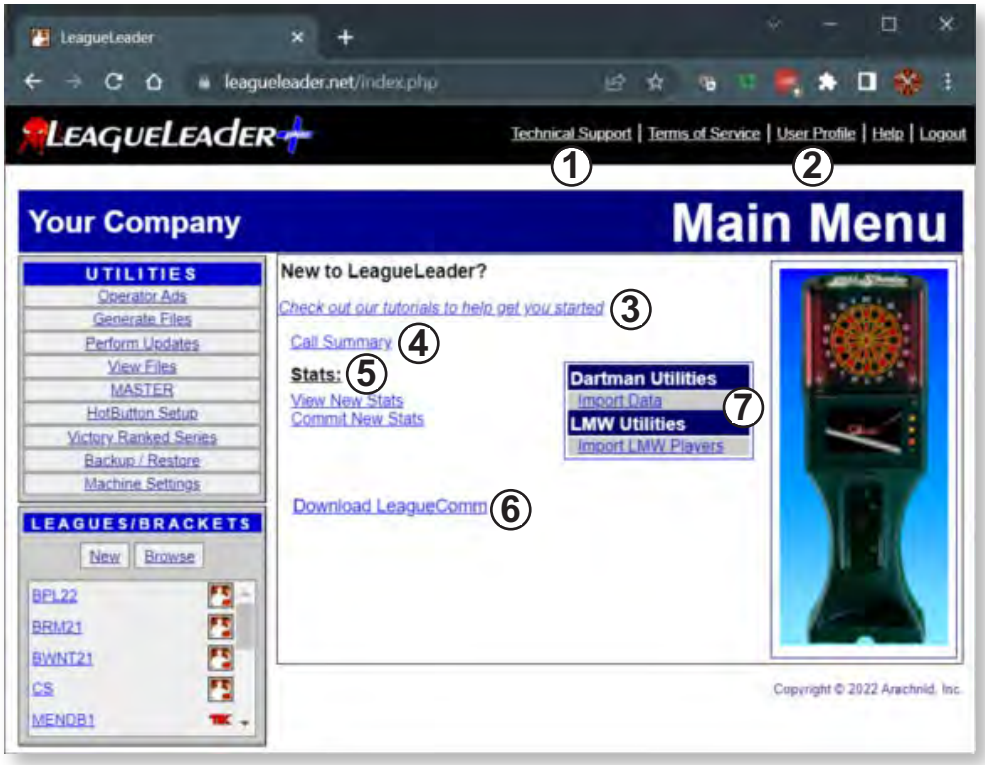
The **Main Menu**, as the tag line points out, is vastly underrated and underused. However, it has a few features that will make your life as a coordinator much easier. Let me explain.

Brad Says: I would like to point out that anytime you want to get back to the Main Menu from any other major page, you can click 

at the top or the  button at the bottom.

Main Menu Overview

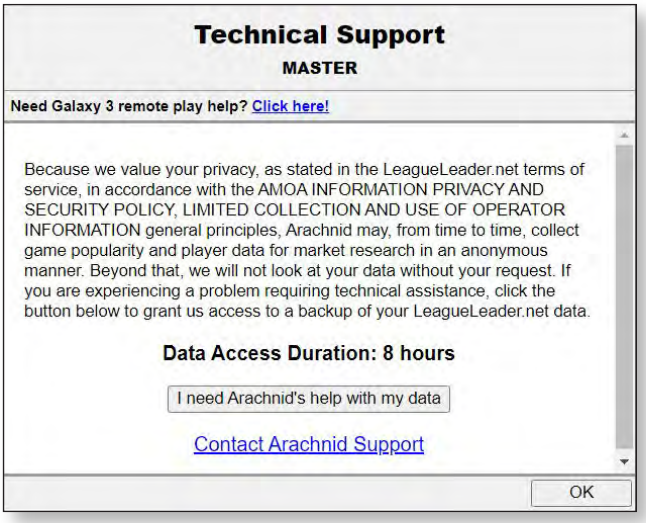
The Main Menu is the first thing you see when you first log into LeagueLeader. Typically speaking, you'd click on a specific league to interact with or maybe go into MASTER to update locations. However, there are a few things here that will make all of that WAY easier in the long run. In this section, I'll point out the various items you can only get here. The next few sections will explain the options in greater detail.



1. The **Technical Support** link is a quick way to make a copy of your account if you ever run into a problem. This isn't a back up really but more of a way for the fine folks in Techsupport to look at and manipulate your data to figure our what caused your issue. You should still contact them though, they aren't mind readers or anything.
2. The **User Profile** is where all of your company information is. The Company name sure but also the address, time zone, phone numbers, Operator ID, Passwords, ect.,
3. The **Tutorials** is a treasure trove of information. It explains what stuff does, has a glossary and the handicapping charts. A lot of what's there will also be in this document or has been printed in other manuals. But its there if you need it.
4. The **Call Summary** is a quick way to see which locations called in last night and which are problems. It's one of the first go to's we tell operators about to make their lives easier.
5. This tiny little **Stats** section offers a BIG help to League Coordinators. It shows all the recent stats that have come in allowing you to quickly fix any stats and move on with the day.
6. **LeagueComm** really isn't used much anymore. It was a way for Galaxy 2's to use dialup services and a way to manually copy data to a removable disk.
7. The **Dartman** and **LMW Utilities** are all but useless at this point. They were a way to help users of those previous programs to copy data from there to LeagueLeader. Since most of those users have already switched to LeagueLeader. I won't talk about this item at all. I'm just pointing it out because it's there and is unknown to most people.

Technical Support

There really isn't a lot to say about the Technical Support link except that its very useful if you are having issues with the program.

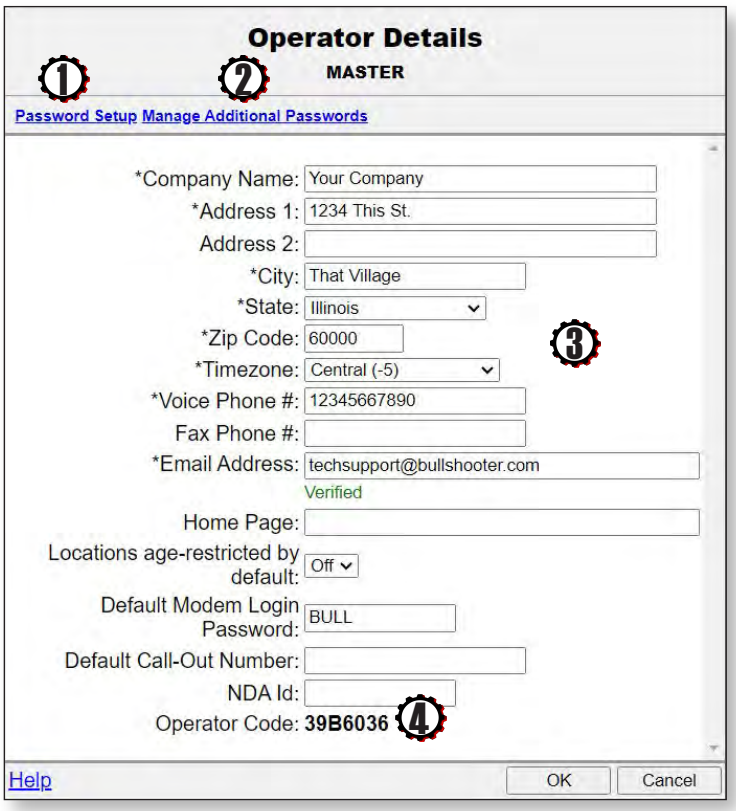


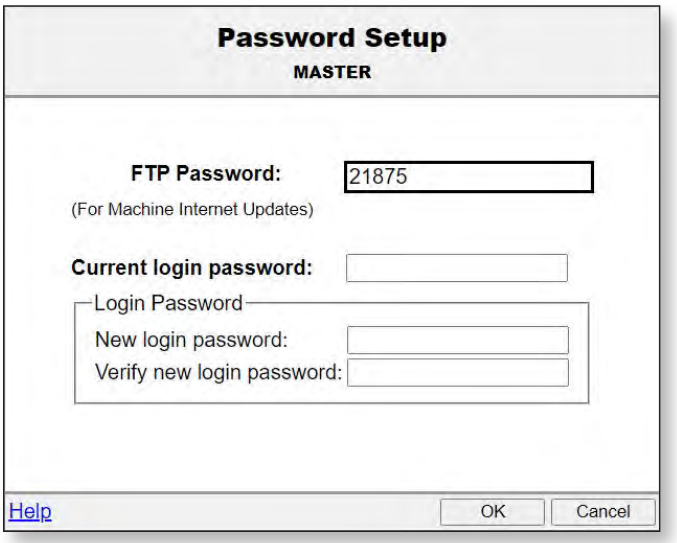
By clicking the link, you are making your data available for Techsupport to copy your data to one of our test accounts. From there we can try to recreate your issue and fix it all without touching your live data.

What it doesn't do is contact Techsupport letting them know there is a problem. You still have to contact them in some way and give them all the information you can as to what's happening, what league, what you were doing, ect.,

User Profile

As the name suggests, the **User Profile** is all the data important about your company. Most of it, unless you've made changes yourself, is the data from when you signed up for LeagueLeader. The basics like Your Company Name, Address, Phone Number, E-mail, ect,. Others are things you can update or change. And then, there is the Operator Code. A thing unto its own. Dont worry about it, I'll explain all of that here.





1

From the **Password Setup** menu, you can change your LeagueLeader login password. This is the only password you can change.

Caution: If you change the password, we won't know what it is. If you forget it, the only action is to reset the password. So make sure it's easy to remember or you have it saved somewhere.

②

In the **Additional Passwords** Setup menu, you can create new passwords for different employees. This won't restrict them from accessing the entire program, but it will allow you to easily remove them if they leave the company.

All you have to do is type in a name/designation under Password Label and then click the Add button. This will allow you to create a unique password for any employee.

If, for some reason, an employee that has one of these passwords leaves the company, all you'd have to do is press the Delete link under the Manage column. Even if that former employee has your username, without a password they won't be able to log in to your account.

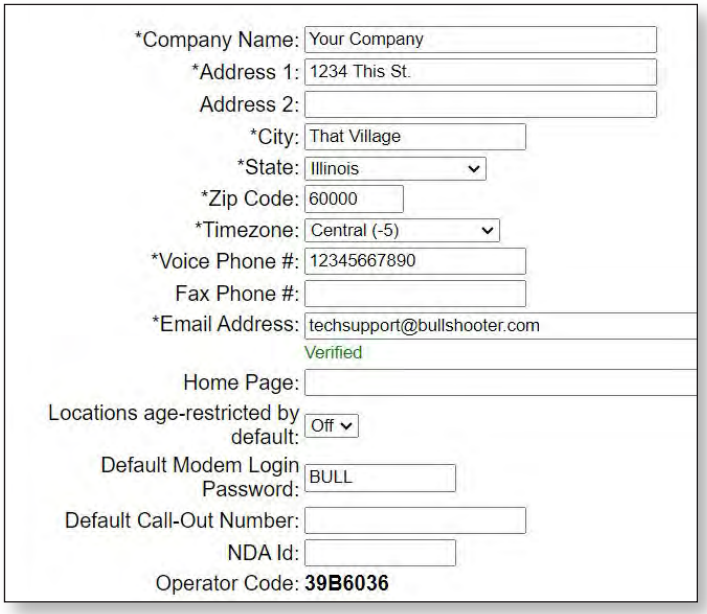
Note: This only works if you have never given out your "main" password. If an employee that has it leaves, and you don't want them having access to your account, the only thing to do then is to change or reset your password.

③

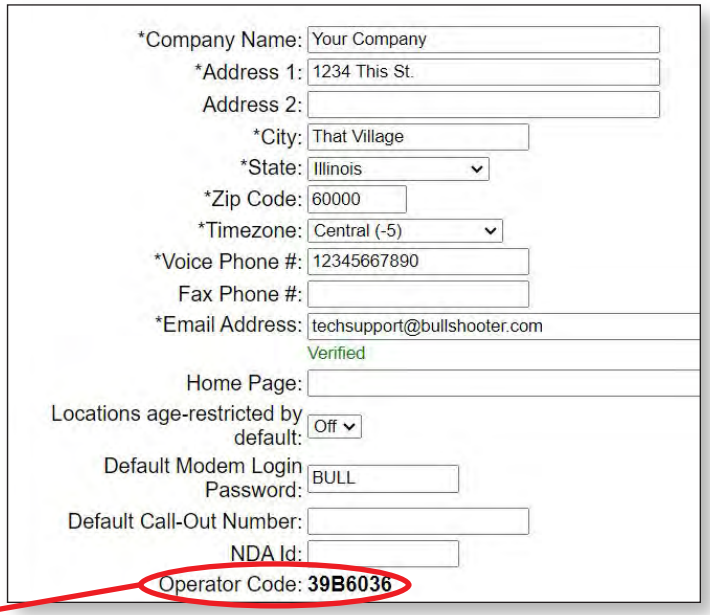
The **User Profile** is mainly where your business information can be found. Things like your Company Name, Address, Phone information and Email.

You can also change the age restrictions for locations, put in the link to your website, and put in your NDA (National Dart Association) ID number.

The Operator Code, on the other hand, requires a bit more explanation.



In TKBrackets, normally, all the events go to “all online machines”. Essentially, a player can sign into any Galaxy 3 to play the remote tournament. But, you may only want that tournament for a handful of locations. The **Operator Code** lets you borrow all of an Operator's locations for your tournament without entering in all the machine share codes for every single machine on the route.



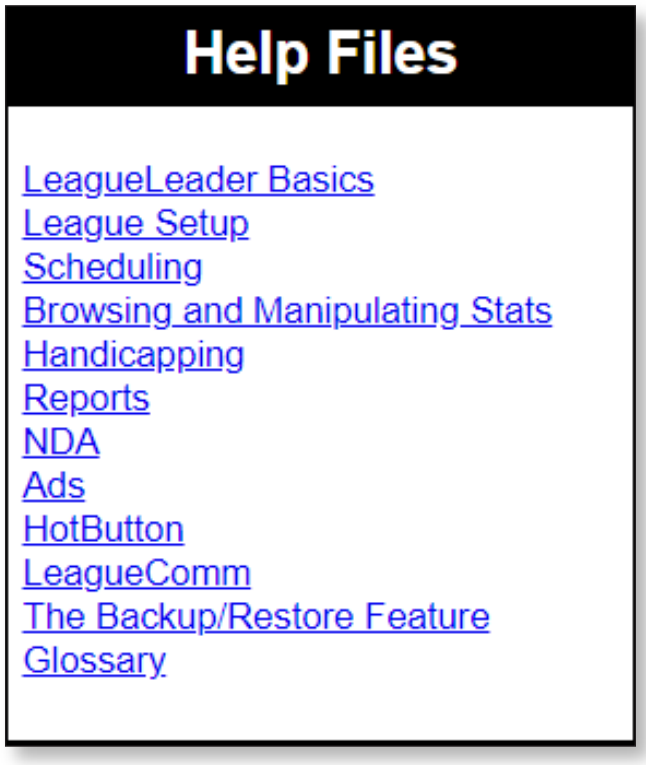
Each Operator has a unique **Operator Code** that can be given to anyone using TKBrackets. This allows an operator to send their Brackets to every machine on that operator's route.

Note: This is only available for TKBrackets. If you also run shared leagues, you will need the machine share codes for those locations you are using.

Tutorials

Have you noticed the **Help** links down in the left corner of some menus? Yeah? OK, so all of those **Help** files are also under the Tutorials section. They are all ordered by category and available to look at on your own time. They are a bit plain but they get the job done.

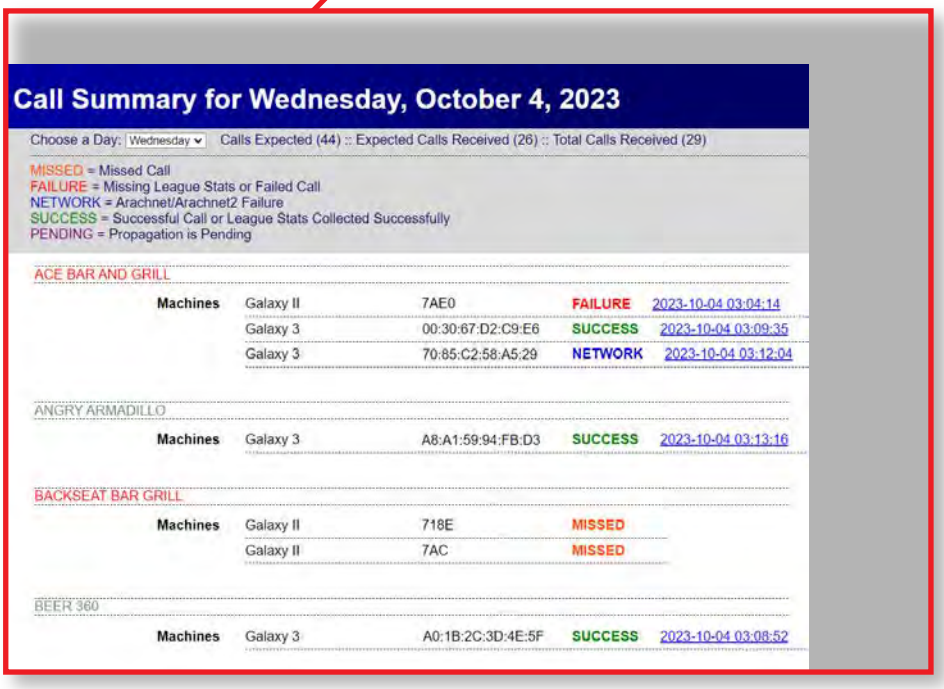
There are some extras here too, like a glossary and the Handicapping Charts (under Handicapping). This particular manual, and the others that have been published already, go over everything in LeagueLeader, just like the Tutorials, but are less plain. Eventually, this manual will replace the help files so look forward to that.



Call Summary

The Call Summary is one of the best tools in the LeagueLeader arsenal. It is a quick way to see if machines have called in that morning. Because this is meant to be a quick check, the Call Summary only holds information on recent calls for one week.

The call information isn't gone after a week, LeagueLeader holds on to call logs for 3 months. It is just stored in a different place. But more on that in Master: Locations.



Missed: This means the dartboard didn't communicate with the internet. If It did and didn't work, that would be a **Failure**.

Failure: The call failed for some reason. The call log will tell you why.

Network: The call came in from the dartboard, but any networked Galaxy 2's connected to it didn't communicate.

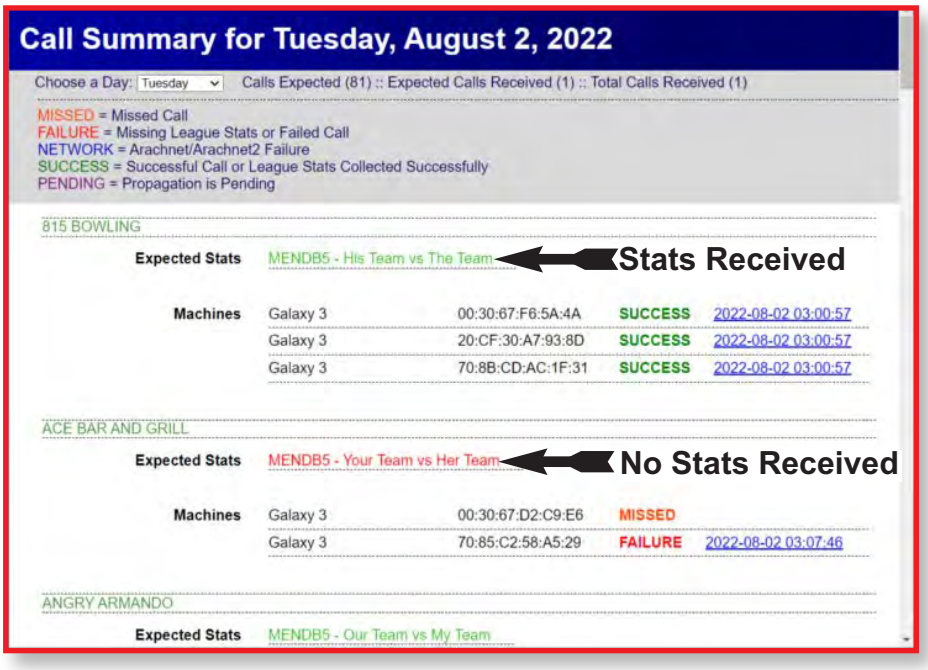
Success: No problems!

Pending: Similar to **Network**. but the board that called in doesn't know if the connected boards are working or not.

Obviously Failures and Misses are bad. They generally mean something is wrong at the location and files are not likely there. The Network and Pending failures only refer to Galaxy 2'.5s networked to the Galaxy 3's. If you don't have any, this might be a leftover from when you did and is virtually meaningless. You'll want to fix them eventually, but they aren't immediate. If you do have Galaxy 2.5's networked, and the leagues are played on them, then they are immediate.

The **Call Summary** isn't just for checking to see if a location has called in, but it will also show you if it has collected the stats for the night as well.

The **Call Summary** knows which matches it's expecting to get from a location. If it comes in, it's marked green. If it does not, it's red.



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Success: No problems!

Pending: Similar to **Network**. but the board that called in doesn't know if the connected boards are working or not.

As you can see, the Call Summary is basically the same, except now there is a list of the stats you were expecting. From one link, you can see if the previous call was a success AND if you got stats.

As before, **RED** is bad and **GREEN** is good. This goes for the call and the stats.

"If the stats didn't come in, does that mean stats are gone for good?"

No. Stats are kept on the boards for a bout a month give or take. It all comes down to how much data the stats contain verses how much room is on the hard drive. These stats don't take up a lot of space, but older stats do get removed as the space fills up.

"How do I retrieve them if they are still missing?"

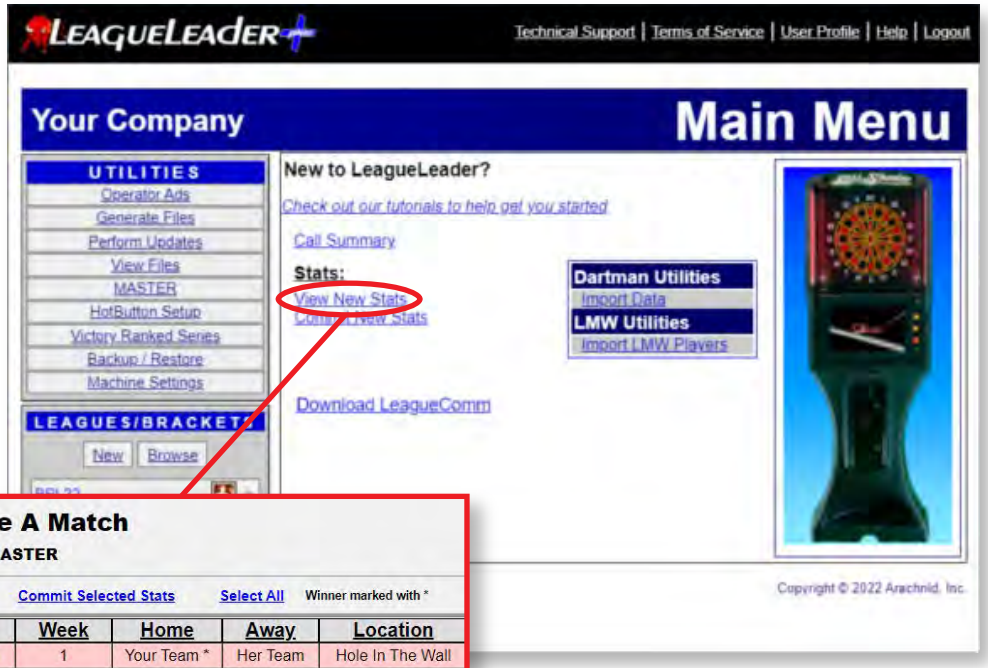
Typically, if your stats didn't come in the first time, the next time the machine calls in **SUCCESSFULLY**, you should get the stats you are missing. If you still don't have them, there are ways to get them back but you may want to talk to Arachnid's Techsupport so they can walk you through it a few times. It's not hard by any means, but they can help just in case you have questions or there are issues.

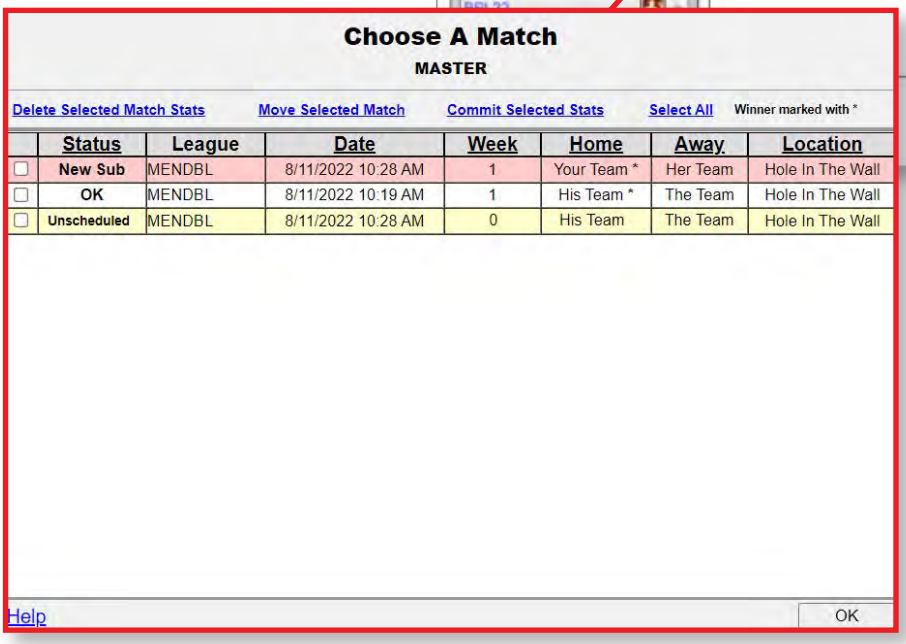
Stats

Like Call Summary, this section can be a game changer during League Season. If you don't run leagues, or dont have leagues on your boards at all, then ignore this section. Also, this was explained in depth in the League Creation Manual so we are only going to mention the highlights.

Brad Says: When stats come into LeagueLeader, they are automatically loaded into your leagues. The **View New Stats function** is a just convenience for you to use if you want.

From the Main Menu, click the **View New Stats** link.





A new window will open showing you the new stats from the most recent matches (more on that in a bit).

Some stats are highlighted in either pink or yellow. This is to alert you that these stats require some attention.

To begin the fixing process, click on the status cell for the error.

Color	Possible Issues and General Meaning
Pink	Substitutes, Unknown Team, etc General Meaning: "Hey your stats will be weird until you fix this."
Yellow	Forfeits, Canceled Match, Unscheduled Match, etc., General Meaning: "Hey, some stats may be missing. Make sure you fix this."

Once the stats are fixed, they will be removed from **View New Stats**.

View New Stats is a great tool for quickly viewing and fixing stats. However, like all tools, it needs to be kept clean. That's where **Commit New Stats** comes in.

All this link does is cleans out **View New Stats**. The wording is a bit misleading. As we said earlier, once the stats come into LeagueLeader, they are already in your league. You can essentially ignore **View New Stats** all together and fix the stats in the league itself if you wanted. **View New Stats** is a convenience and makes handling multiple leagues easier.

To clear out **View New Stats** click on **Commit New Stats**.

This will grey out the V**iew New Stats** and **Commit New Stats** links. When stats come in the next league night, they will be highlighted once more.

I'm not going to explain the details in fixing the stats in this manual. There is a lot to go over and I already did that in the League Creation Manual. If your interested in that, go check it out.

LeagueComm

LeagueComm is a downloadable program that allows you to create a disk update for Black Widows, Galaxy 2's and Galaxy 3's. We consider it a last resort way to update your machines. Not because it doesn't work, but because you shouldn't need it in the first place. The original purpose of the program was to call Galaxy 2's and Black Widows over dial-up. Since that service is largely gone now, this part of the program isn't used much anymore. LeagueComm has the following features:

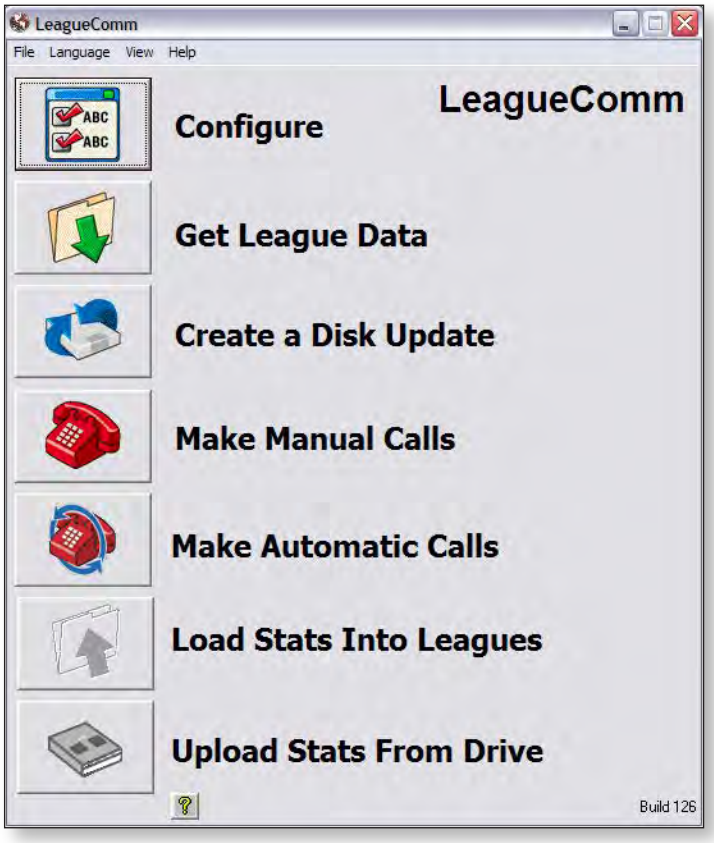
- Downloads data directly from LeagueLeader.
- Create a Port-a-Flash, JAZ, or G3 Update.
- Upload your collected stats from your PC to LeagueLeader.

‘

We won't go over a lot of this program. Its extensive enough where it needs its own manual, which it has. You can get it here: https://www.arachnid360.com/commercial-products/leagueleader-net/

System Requirements:

- Internet Access for sending and receiving league data to and from LeagueLeader.
- Windows 2000/XP/7



Downloading LeagueComm

Just like downloading anything from the internet.

1. From your LeagueLeader main page, click on the **LeagueComm** link.
2. From the LeagueComm page, click the **Download Now** link.
3. When the File Download dialog appears, click **Save**.
4. Browse to a location on your PC to where it will be easy to find the downloaded program.
5. Click **Save**.

Installing LeagueComm

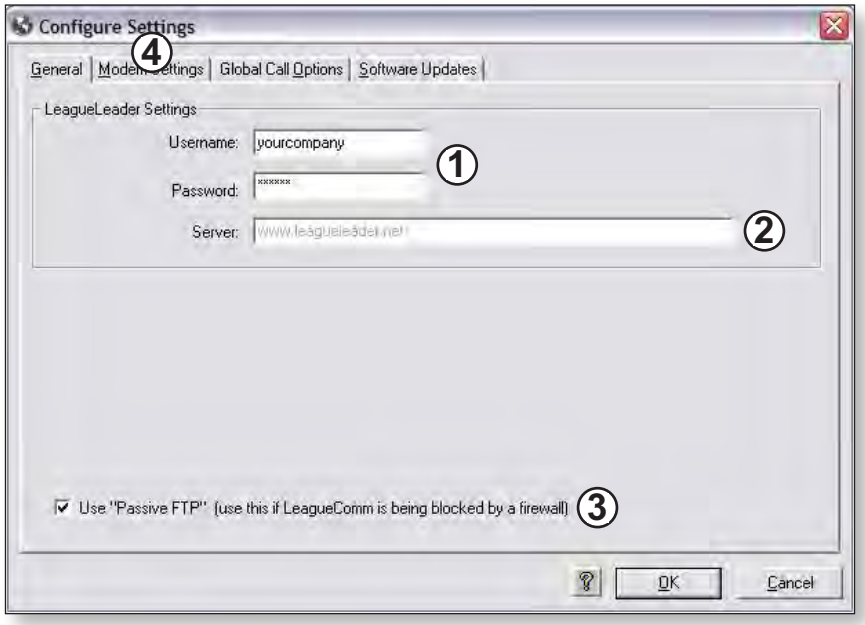
This is an old program and may not work on your current version of Windows. Keep that in mind.

1. Double click on LeagueComm Setup icon.
2. When the installation wizard comes up, click **Next**.
3. Choose what directory to put the program in, click **Next**.
4. A dialog will ask you which start menu folder to use. Once selected click **Next**.
5. The next dialog wants you to confirm your settings. If they are correct click **Install**.
6. Once installed, click **Finish**.

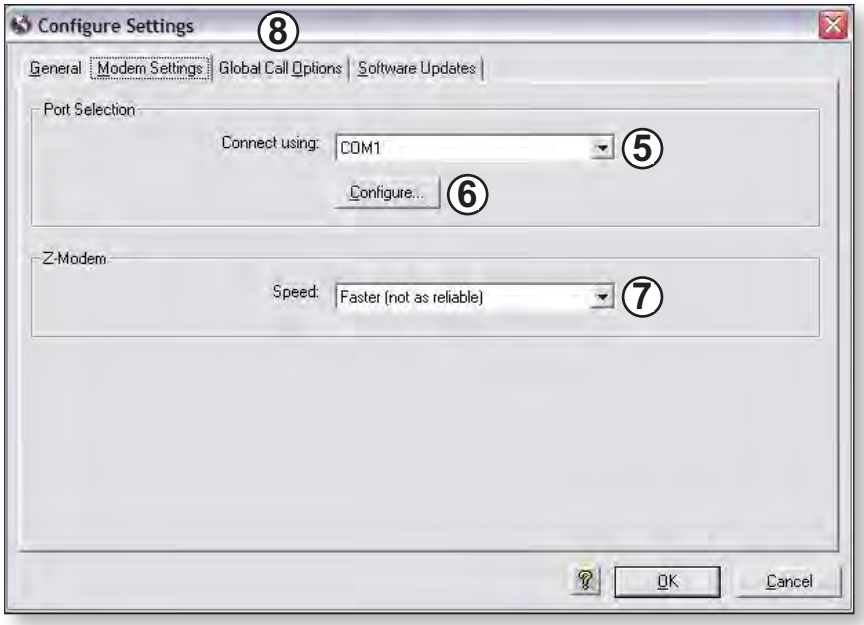
Configuring LeagueComm

While in LeagueComm, click on the Configure icon to open the configuration screen. From here you can change several options including name, password and modem specific options.

Brad Says: The Modem Settings tab is for Dial-up communication. It's here so that you know what it is and can set it up if you absolutely need it. Otherwise, ignore this section



1 The **Username** and **Password** are the ones you use to log in to LeagueLeader.
2 The link listed is the **Server** that your LeagueLeader is on and that all of your Dartboards call. This item cannot be changed. It's only really useful for Arachnid's software testers.
3 Use this option if you have Firewall on your PC that is blocking LeagueComm.
4 Click on the Modem Settings tab to view LeagueComm specific settings for your modem transfers.



5 Select the modem or comm port that you will be using to call your dartboards. Please make sure the modem is installed properly.

Brad Says: Remember, this is for Dial-up only. You can completely skip this part if you want. Go on. You won't hurt our feelings.

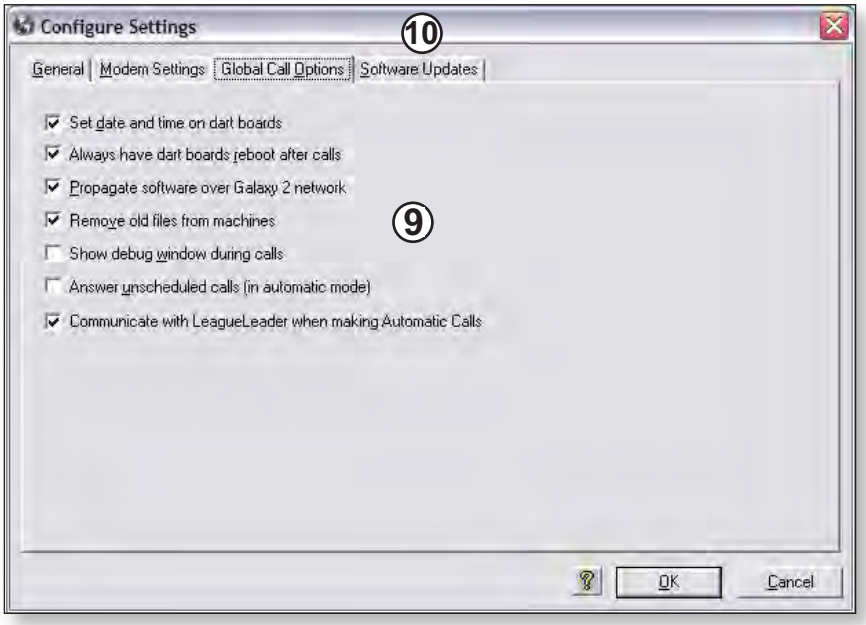
6 From here you can access the Modem Configuration screen. This screen is the same one that is in Windows. You can configure the speaker volume, modem speed and a distinctive ring if you have one. If the dartboard is set to answer after 10 rings during the day, it is necessary to set the modem to *cancel the call after* a number of seconds greater than 60. It is recommended to set the seconds to 180 or higher. *Note: Some modems may be limited to 10 rings (60 seconds). therefore, this step may not work.*

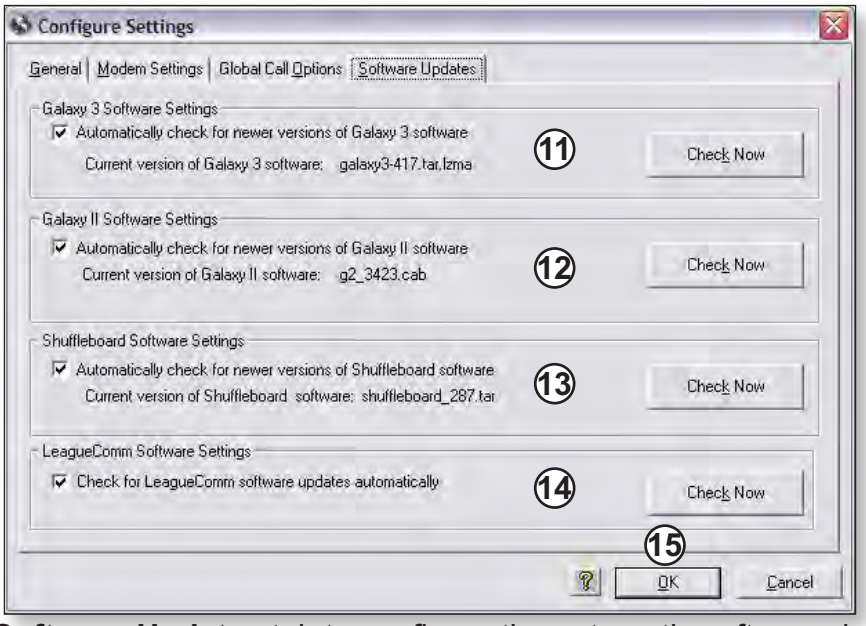
7 From this screen you can choose the "packet" size that is sent to the dartboards. This means that you can choose how fast the information gets to the board. The "Faster" packet size will get the files to the dartboards fast, but is less reliable. The "Slower" packet size is the most reliable, but also takes the longest.

8 Click on the Global Call Options tab to edit the various settings all your calls will use when communicating with the various Arachnid Machines.

9 There are several selectable options for you under Modem Options.

- **Set date and time on dart boards** will tell LeagueComm to reset the dart boards date and time to match that of your computer.
- **Always have dart boards reboot after calls** will let LeagueComm tell the dart boards to reboot after calls are made. This is used for Galaxy II and Black Widow boards.
- **Propagate software over a Galaxy II network** will let you propagate Galaxy II software over a network without having to be at the location. *This is only for Galaxy II's*.
- **Remove old files from machine** deletes old league files, standing files and schedule files. This function was added for operators who share machines with other operators. This prevents files from the other operator from being deleted.
- **Show Debug Window During Calls** will let you see what is happening during a call.
- **Answer unscheduled calls (in automatic mode)** will allow LeagueComm to answer any unscheduled calls. *Note: It is recommended that this option remain unchecked, especially if the line is shared by other office machines.*
- **Communicate with LeagueLeader when making Automatic Calls** tells LeagueComm to contact LeagueLeader before it makes a call LeagueLeader will then transfer any new files it has to LeagueComm before the call is made. In order for this to work, you will need an active internet connection and must be in Automatic Call mode.





10 Click the **Software Updates** tab to configure the automatic software downloads for LeagueComm, the Galaxy II/Galaxy II.5, the Galaxy 3 and the SuperShuffle

11 This option allows LeagueComm to automatically search for newer versions of the Galaxy 3 software.

12 This option allows LeagueComm to automatically search for newer versions of the Galaxy II software.

13 This option allows LeagueComm to automatically search for newer versions of the Shuffleboard software.

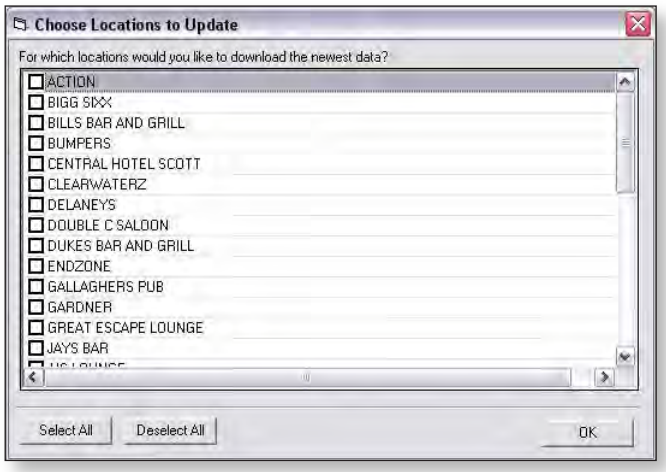
14 This option allows LeagueComm to automatically search for updates for itself.

15 Click **OK** to save and exit.

Brad Says: Moving forward, we are only going to talk about LeagueComm in relation to the Galaxy 3. If you want to look at the other parts of LeagueComm you are welcome to check out the LeagueComm manual.

Retrieving Data from LeagueLeader

Before you can load files to a thumb drive, you will need to download the data from LeagueLeader. This data will be overwritten every time you download the information from LeagueLeader to your computer.

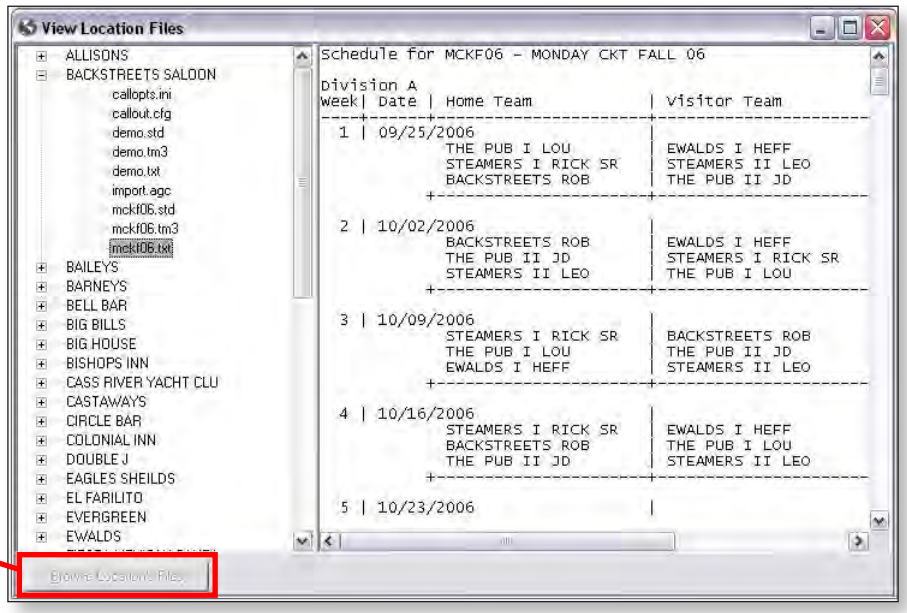


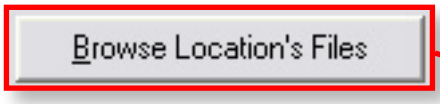
1. Click the **Get League Data** icon on the LeagueLeader main menu.
2. Select specific locations or click on the **Select All** button to choose all of your locations.
3. Click **OK** once you have selected the locations you are going to call. This will start the download process.

Viewing Location Files

LeagueComm allows you to view the files that have been downloaded from LeagueLeader. In order to view the files, LeagueComm must be open.

1. Click on **View**.
2. Select **Location Files**.
3. Select a location to view by clicking on the "+" next to the location. To close that location, click on the "-" next to the location.
4. Select a file to view. The file will be displayed on the right hand side. The only file that cannot be viewed this way is the league file (i.e., league-name.tm3).

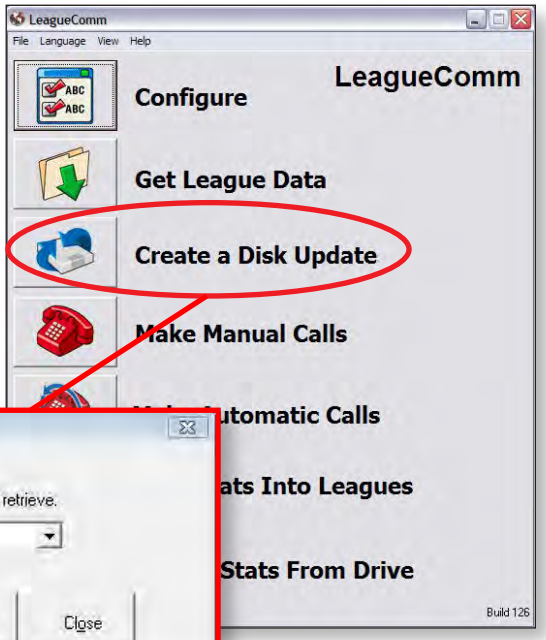


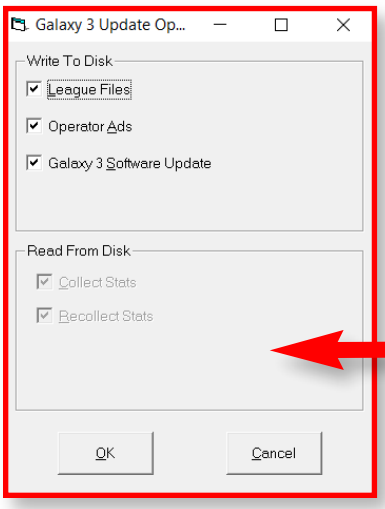


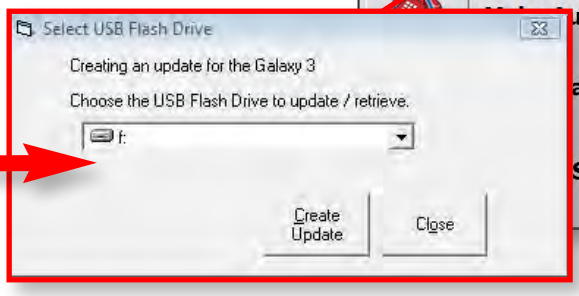
Clicking the **Browse Location Files** button will take you to the exact location on your computer where the files are stored.

Galaxy 3 Update

This option will load software and leagues onto a USB Flash Drive (thumb drive) to transfer files to a Galaxy 3. Make sure to pick the correct drive letter before clicking **Create Update.** Choose what to send (League Files, Operator Ads, and Software) then click **OK**.







Utilities

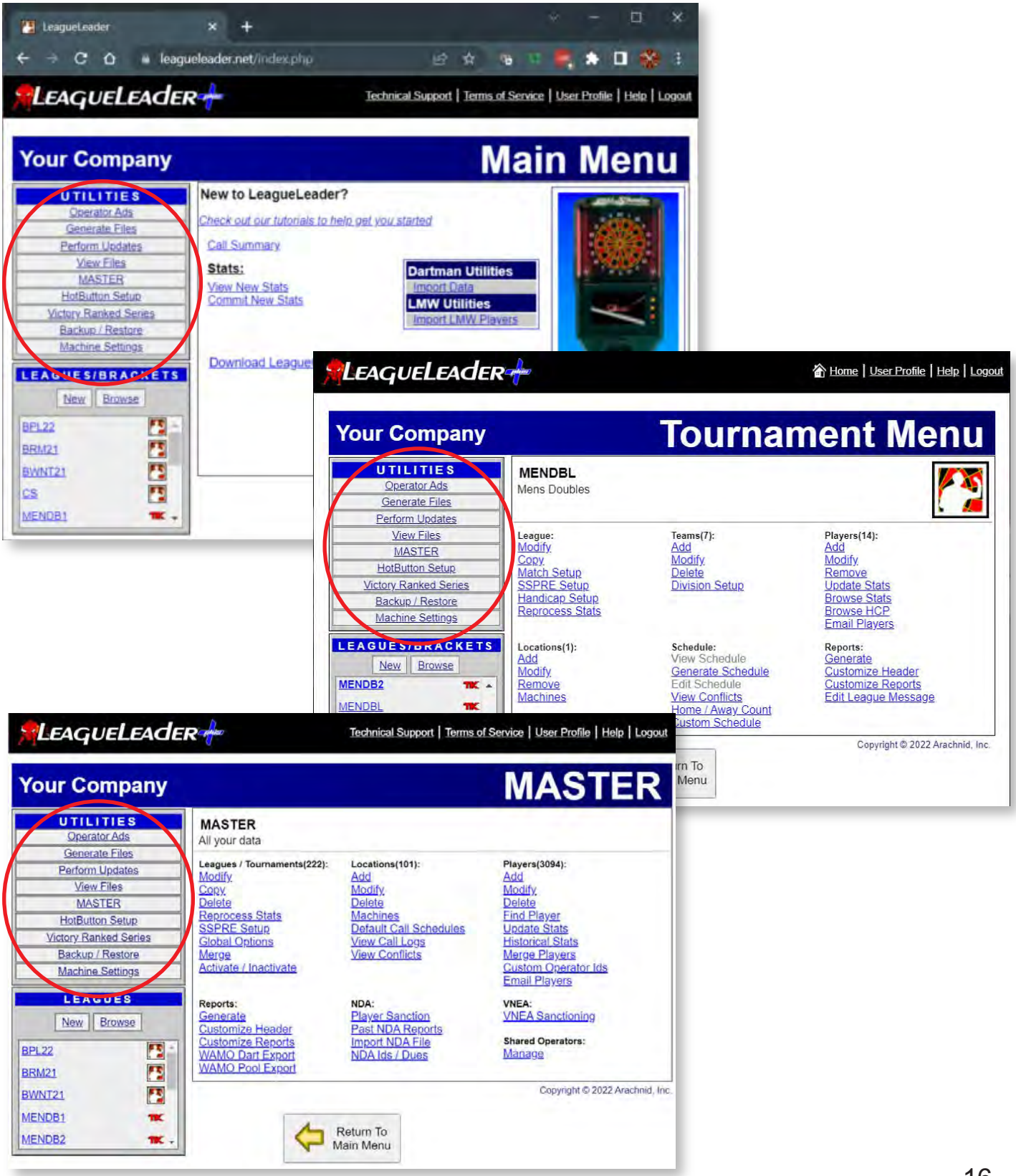
A handy place for some cool options.

Utilities is one of those sections you will use a lot. It has the Generate Files functions (the most important button in the system) as well as MASTER (the place to configure all options). This chapter will go over all the options in the Utilities section and give some tips to their use.

Utilities Overview

As the chapter introduction stated, Utilities contains a bunch of cool things LeagueLeader can do. Yes, Generate Files, but also View Files, Ads, Machine Settings and even a way to communicate with the boards from the comfort of your office. But, where is it?

Utilities can be reached from the Main Page, any main league page and MASTER.



Operator Ads

This may be a surprise to some of you, but you can actually put your own images on any of Arachnids coin operated machines. This includes older machines as well, if you have them. We call all of these types of images Operator Ads.

They don't necessarily have to be ads. They can be really anything. Lots of Operators use them to announce upcoming leagues and tournaments. Some use them to show off league/tournament winners. It can literally be any static picture. User discretion applies.

How to Make an Ad in LeagueLeader

The long and short of it is that you can't. There is no functionality for creating ads in LeagueLeader. There may be in the future, but as of this writing there isn't. So how do we make ads? Well, there are a ton and a half of art programs out there. Some way expensive. Some free. It's really a matter of preference. The chart below lists some programs we are familiar with in no particular order.

Program Name	Cost	Skill Type
Adobe Photoshop	$$$$	Professional
Corel	$$$	Professional
Affinity Photo	$$	Moderate
Gimp	Free	Difficult
Paint.net	Free	Fairly Easy
Sketchbook	Free(+)	Fairly Easy

Brad Says: Word programs like Microsoft Word, Google Docs or even desktop publishing programs wont work well. Even if they can make images, they are usually very annoying to manipulate and the file size is often very large.

Required Ad Dimensions

Each machine has their own resolution size (the size of the display on the monitor) requirements but, in general, they all use the same file types.

Machine Type	File Type	Max Resolution	Recommended Size
Galaxy 3	JPG	1440X900	Below 3 Mega Bytes
DiscGlo	JPG	1360X768	Below 3 Mega Bytes
Galaxy 2/Galaxy 2.5	JPG Standard	640X480	Below 100 Kilo Bytes
Black Widow	JPG	640X480	Close to 100 Kilo Bytes

Adding an Ad to LeagueLeader

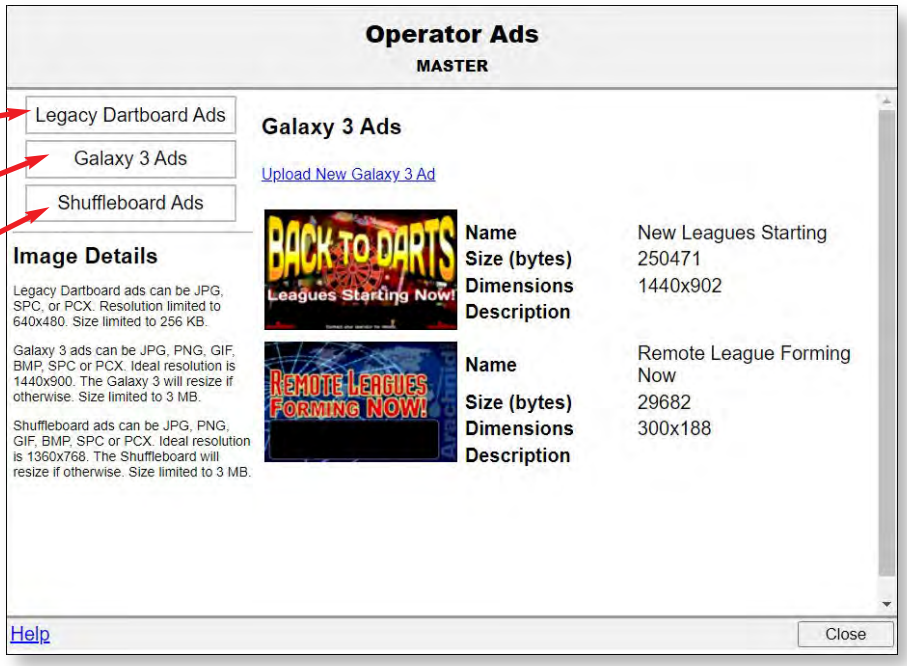
Once you've created the ad using the art program of your choice, you need to add it to LeagueLeader and assign it to locations. It's as simple as browsing to where you saved the ad on your computer and clicking a checkbox to assign it to the location. Go into the **Operator Ads** section to start.

Click the appropriate machine you want to send the ad to.

This is for the Galaxy 2 series and Black Widows

For the Galaxy 3 series

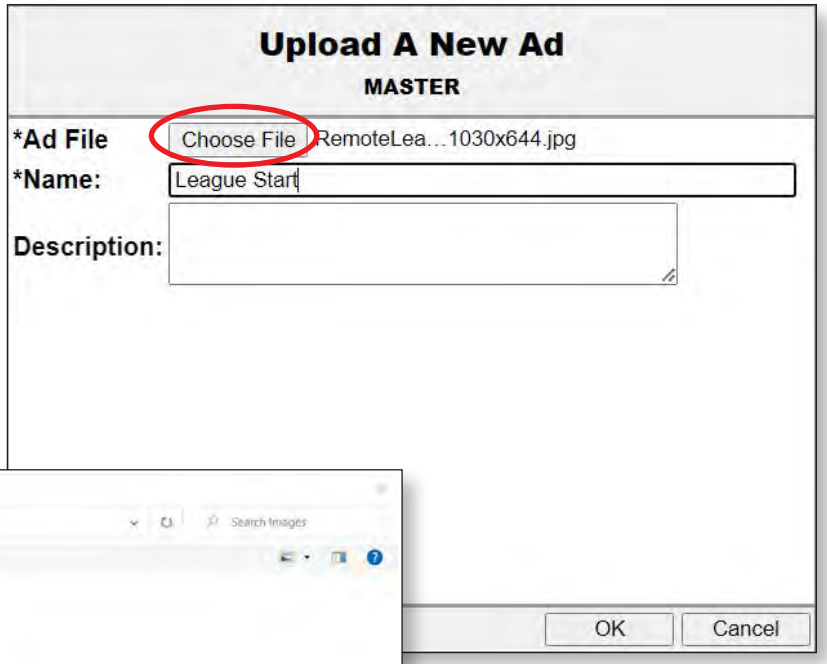
For any the Shuffleboard series

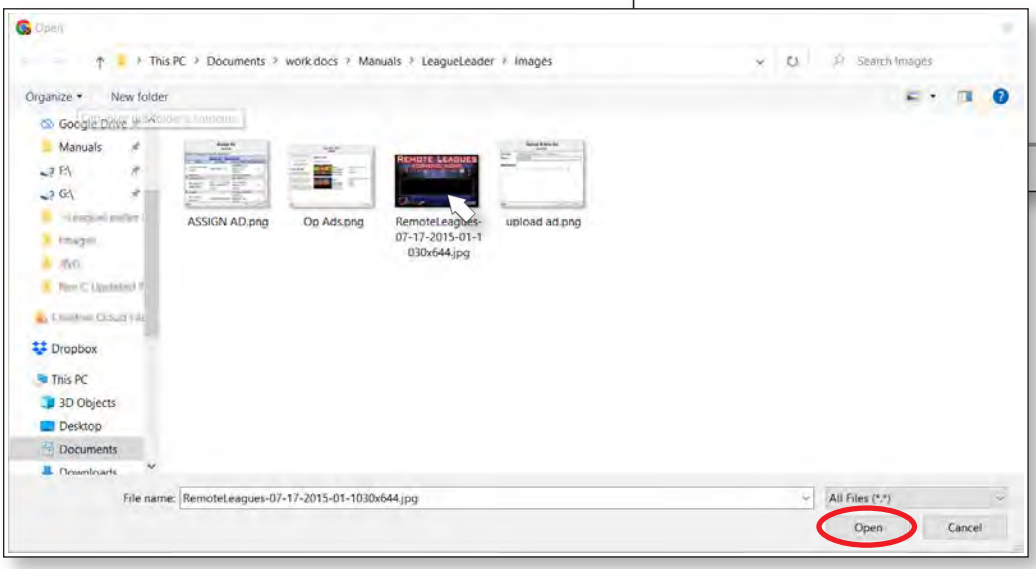


Brad Says: If you notice in the Operator Ads menu, we list a bunch of other file types you can use for ads. Those will work, however, they aren't the best. For instance, PCX files are very large. PNG files can have empty spaces where the background shows through. So, while you can use those file types, we recommend JPEGs. They are small in size and don't have any other weird properties.

Click the **Choose File**.

This will let you browse your computer for the image file you want.

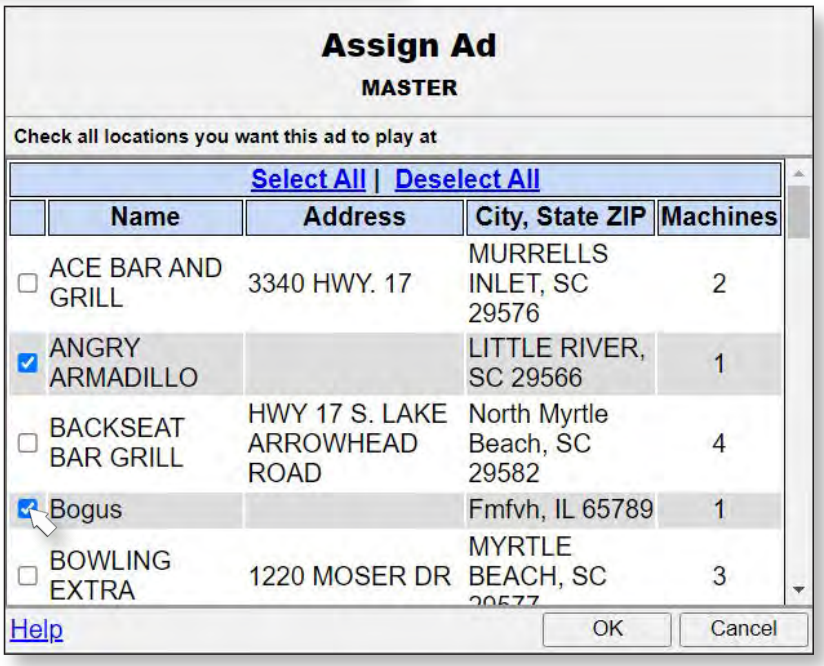




Select the file and click **OK**.

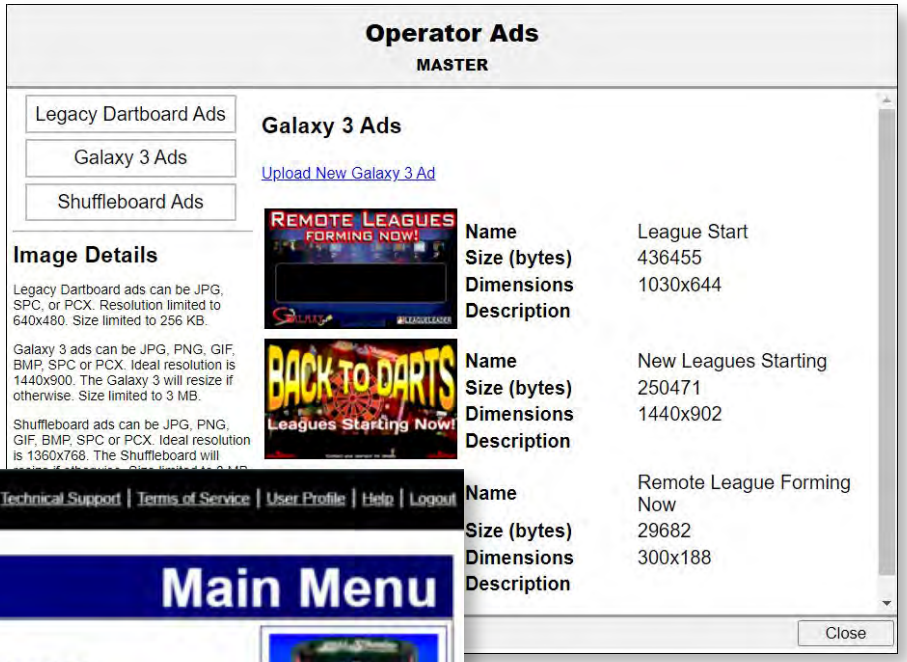
Select the locations that you want the ad to go to. Alternatively, you can click **Select All** to assign the ad to every location.

Click **OK** once you have the locations assigned.



Brad Says: This menu only shows locations with machines assigned to them. If you don't see a specific location, then it's either not in the system or there are no machines assigned to it.

And VIOLA! An ad has been added. Just click the **Close** button to exit the Ads Menu.



Don't forget to **Generate Files** once you are ready to send files to the machines.

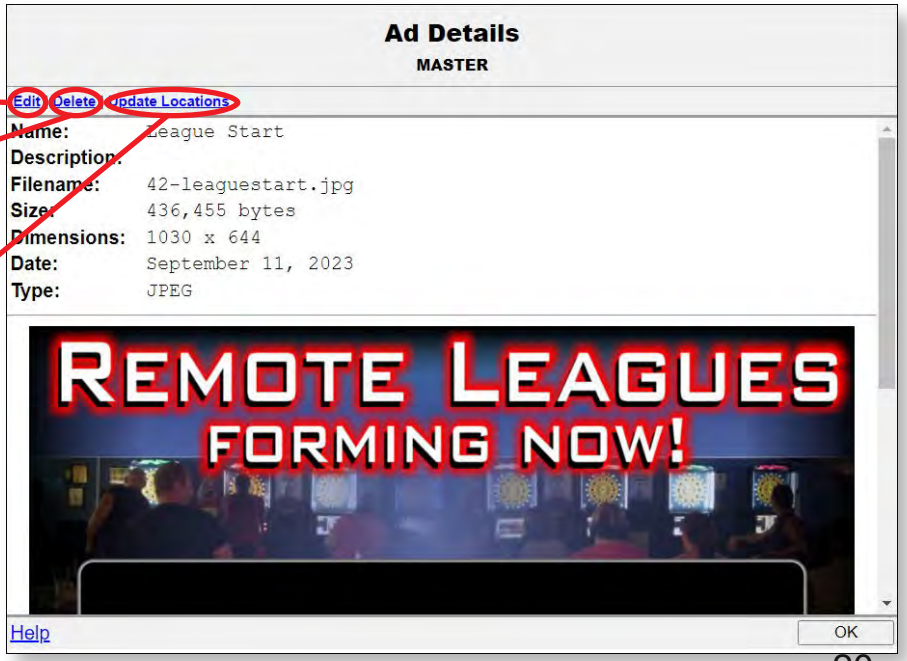
Ad Details

While in the Operator Ads menu, if you click on the thumbnail for the ad itself, you will be brought to Ad Details. From here you can:

Edit the ad. Maybe change the graphic or name.

Delete will remove the ad. Completely from LeagueLeader.

Update Locations will open the Assign Ad menu for that specific ad. From there you can add or remove locations the ad is going to.



Generate Files

Alright, this one is important. If any of you have talked to Arachnid Techsupport about anything dealing with communications or leagues, you've likely heard, "Generate Files is THE most important button in LeagueLeader". That's not really an exaggeration. Here's why:

When you create a location and assign a machine to it, Generate Files creates a folder on our server for that location/machine combo. It puts all the necessary files the board will need to run leagues/tournaments/update software/load ads/ect. If you don't Generate Files, LeagueLeader won't have the folder for the machines to download from.

No folders=No Files

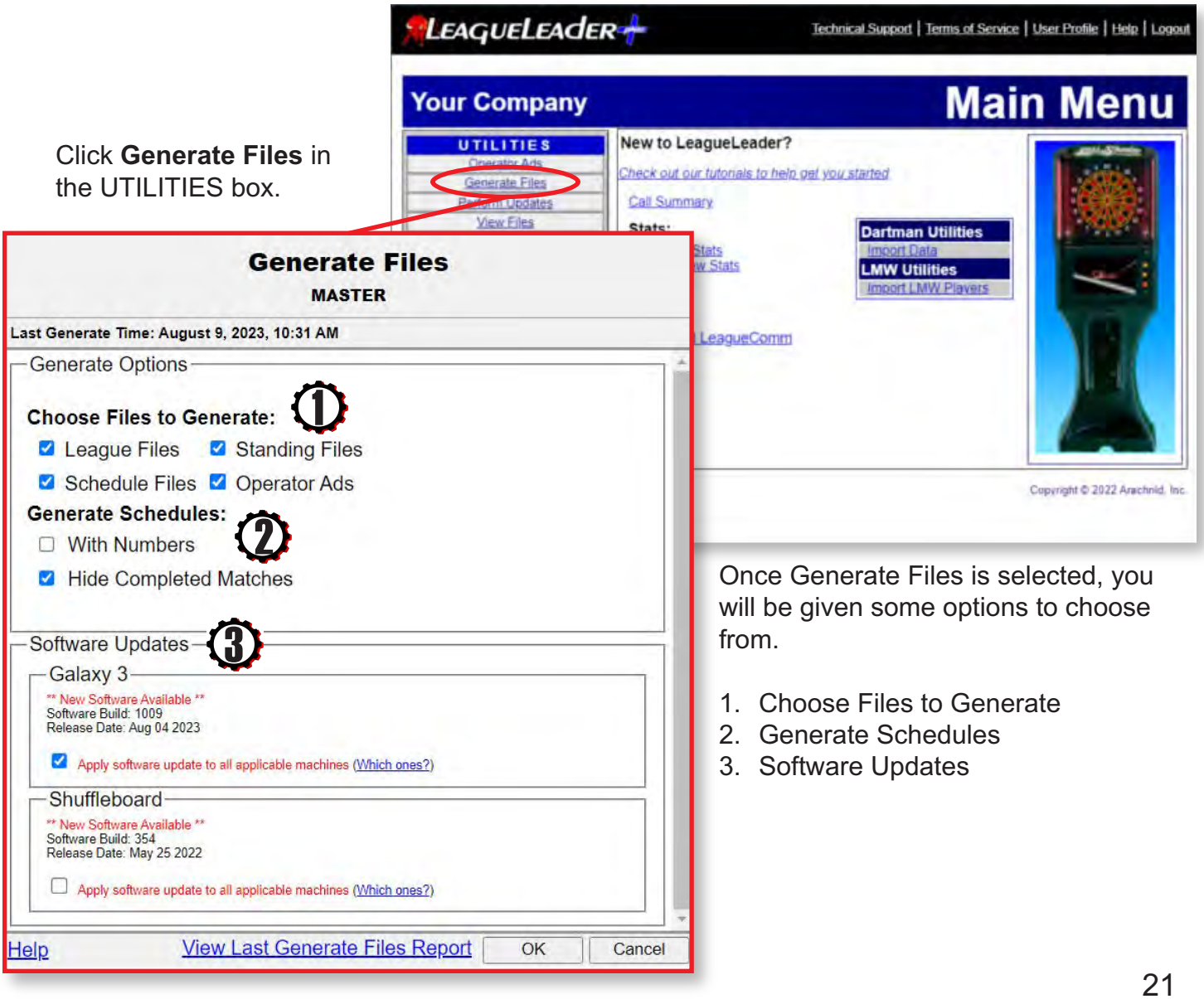
No Files=No Leagues/Remote Play

No Leagues/Remote Play=Unhappy Players

Generate Files Walkthrough

The first step to the Generate Files "process" is to click on the **Generate Files** button under Utilities.

Click **Generate Files** in the UTILITIES box.

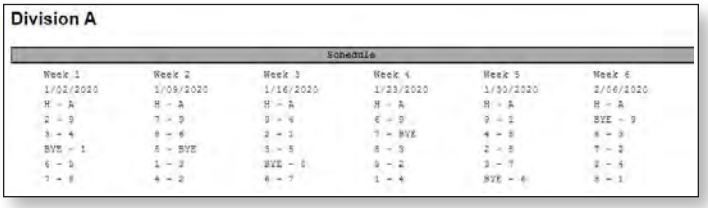


Once Generate Files is selected, you will be given some options to choose from.

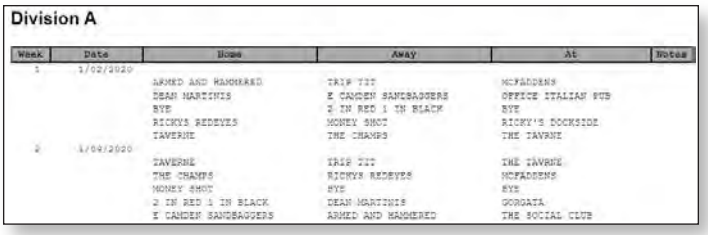
1. Choose Files to Generate
2. Generate Schedules
3. Software Updates

This ones pretty straight forward. Basically just decide which files to send to the machines. Honestly, the only time you would uncheck any boxes is if you don't want something to go. Like if you were in the process of creating leagues but didn't want them at the machine yet. Otherwise, just leave them the way they are. Even if you don't have leagues, leaving them checked wont hurt anything.

Even though it's only two options, this ones a bit confusing sometimes. Basically the Option **With Numbers** is asking what do you want the schedule to look like on the machine. It's easier to show you than explain it.



Schedule With Numbers



Schedule Without Numbers

Essentially, the Schedule Without Numbers gives you more information but is lengthy. And, Schedule With Numbers is short and sweet but can get confusing. The biggest challenge with "Numbers"is if a team drops or is otherwise removed. The program doesn't keep the numbers the same, it rearranges the numbers after the dropped team.

Example: Bobs Team is listed on the schedule as #2. They drop out. That spot is renamed BYE - #9 and the team that was alphabetically below Bobs Team, Charlies Team, now becomes #2 instead of #3. And that cascades down the list.

Confusing.

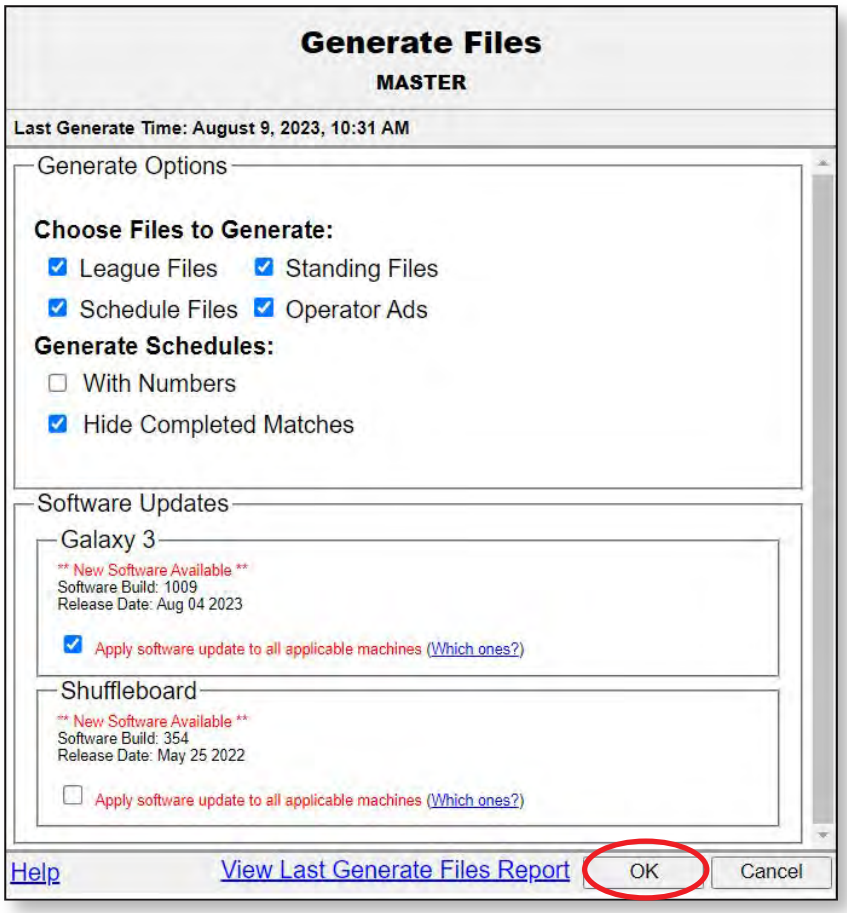
Brad Says: In general, **Schedules With Numbers** is good for a quick reference and should really only be used if there is a concern on space. Like maybe if you have 20+ teams, you might want to use **With Numbers** to reduce the time it takes players to find their teams on the schedule.

Now, the option **Hide Completed Matches** helps eliminate some of the confusion. What this does is, well, it "removes" matches that are finished. Only leaving the matches that need to be completed, including make up matches.

Getting the latest and greatest software for your games is not only important, but also necessary for Remote Play. If your Galaxy 3's don't get updated to the latest Build of software, they won't communicate with other Galaxy 3's that are updated.

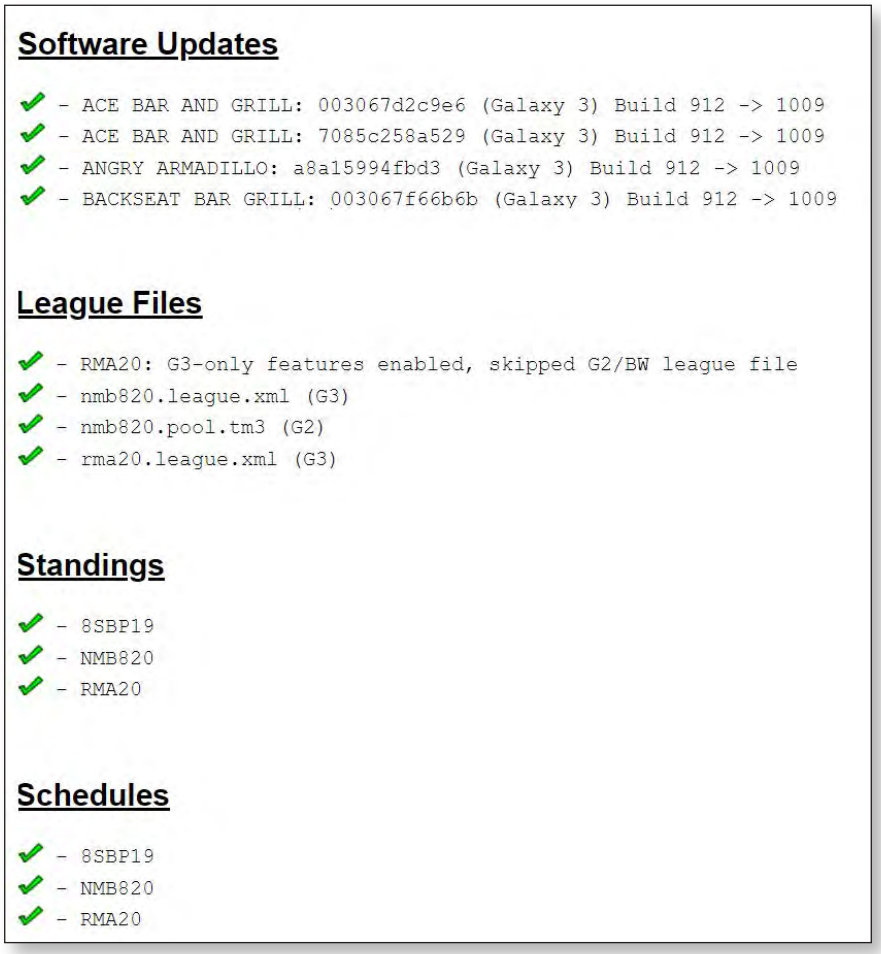
In general, once the option is selected, and you generate files the first time, you should never have to select it again. All updates should happen on their own without your intervention. And, as you can see, it's not just Galaxy 3 software that can be updated. Almost all of Arachnids electronic gaming machines can be updated this way.

Once you have the settings the way you want them, Click the **OK** button.



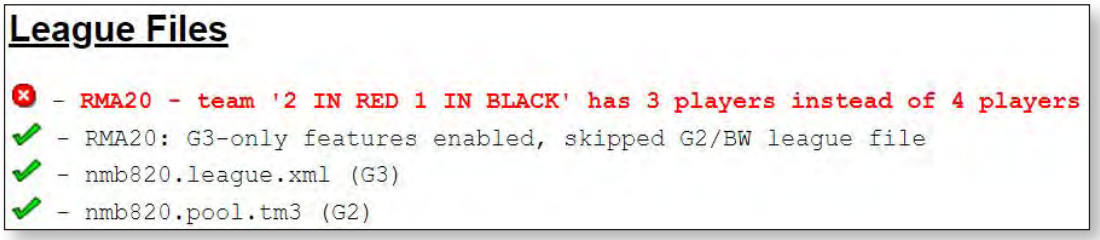
Generate Files Report

When Generate Files is done, you should get a report that looks like this.



This report shows you everything that was generated and if it was successful or not. The example above isn't the whole report, what you aren't seeing is Operator Ads, Call Schedules and HotButton Configuration. Like I said, it shows everything thats being generated.

As you may have guessed, a ✔ then everything is great and the files were generated correctly. But a ✖ means something is wrong. The good thing is that LeagueLeader tells you whats wrong. For instance:



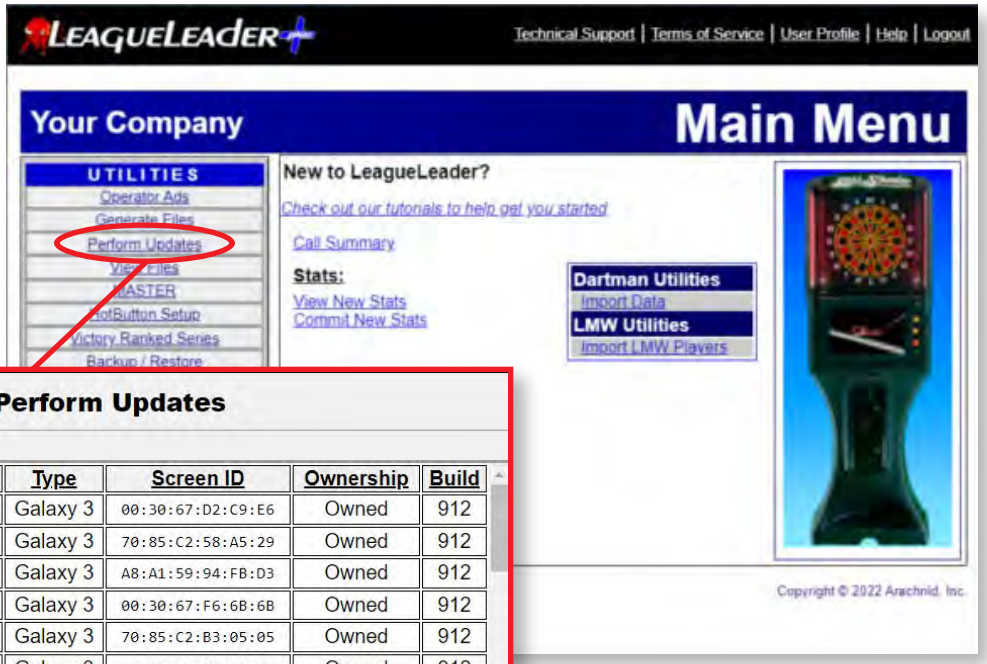
The league RMA20 is marked in red. The bad news, it wasn't generated and won't be going to the board. The good news is we know why it failed so we can go back into that team in that specific league and fix the issue. Once fixed, just Generate Files again.

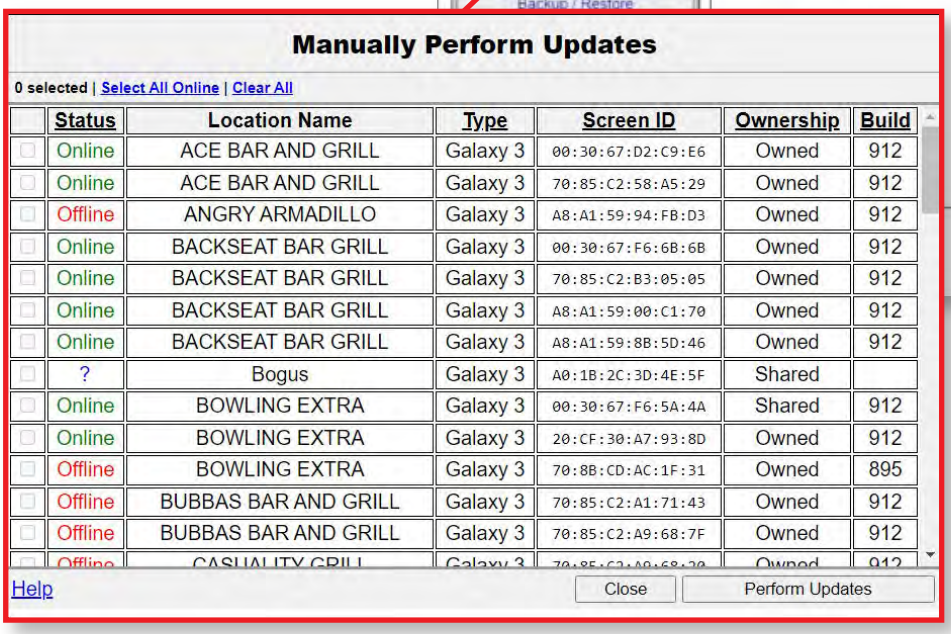
For the most part, Leagues and Software Updates are the ones you want to pay attention to. If you get a failure during software update, then the boards won't get updated. If a League fails to generate, then that league doesn't get to the boards and the players can't play. If an ad, schedule or standings file doesn't get generated then the worse that will happen is they won't be able to see those files. The board will still function and they can still play league.

Perform Updates

Several years ago, we added the ability to **Perform Updates** directly from LeagueLeader to help the coordinator control the leagues better. It only works on Galaxy 3's, but the idea is to have the flexibility to change something on the fly and then "force" it to the machine....after you **Generate Files** of course. Seems pretty straight forward but there are some nuances. First, here is how to get there:

Click **Perform Updates** in the UTILITIES box.





Manually Perform Updates

0 selected | Select All Online | Clear All

	Status	Location Name	Type	Screen ID	Ownership	Build
	Online	ACE BAR AND GRILL	Galaxy 3	00:30:67:D2:C9:E6	Owned	912
	Online	ACE BAR AND GRILL	Galaxy 3	70:85:C2:58:A5:29	Owned	912
	Offline	ANGRY ARMADILLO	Galaxy 3	A8:A1:59:94:FB:D3	Owned	912
	Online	BACKSEAT BAR GRILL	Galaxy 3	00:30:67:F6:6B:6B	Owned	912
	Online	BACKSEAT BAR GRILL	Galaxy 3	70:85:C2:B3:05:05	Owned	912
	Online	BACKSEAT BAR GRILL	Galaxy 3	A8:A1:59:00:C1:70	Owned	912
	Online	BACKSEAT BAR GRILL	Galaxy 3	A8:A1:59:8B:5D:46	Owned	912
	?	Bogus	Galaxy 3	A0:1B:2C:3D:4E:5F	Shared	
	Online	BOWLING EXTRA	Galaxy 3	00:30:67:F6:5A:4A	Shared	912
	Online	BOWLING EXTRA	Galaxy 3	20:CF:30:A7:93:8D	Owned	912
	Offline	BOWLING EXTRA	Galaxy 3	70:8B:CD:AC:1F:31	Owned	895
	Offline	BUBBAS BAR AND GRILL	Galaxy 3	70:85:C2:A1:71:43	Owned	912
	Offline	BUBBAS BAR AND GRILL	Galaxy 3	70:85:C2:A9:68:7F	Owned	912
	Offline	CASUALITY GRILL	Galaxy 3	70:85:C2:A9:68:20	Owned	912

Help | Close | Perform Updates

As you can see, it shows you some pretty basic information: What the **Status** is, the **Location Name**, what **Type** of machine it is, the **Screen ID**, who has **Ownership** and the software **Build**. All neat and tidy, but here is where one nuance comes in: This Chart Is Not Real Time.

What does that mean? Well, simply put, the fact that Bubba's Bar and Grill is listed as **Offline** doesn't mean it is. It simply means no one has used Remote Play in a while. Computers aren't on-line 24/7. That would take up way too much energy and bandwidth. So, after there is no internet use for a while, say a week, a computer "logs off". Galaxy 3's are no exception. LeagueLeader only knows the last time a machine has been in Remote Play since the last time it "called in".

In other words, if you see **Offline**, don't panic. To see if a specific machine called in or not, check Call Summary (See page ##) or the Call Logs (page ##). These logs detail the call and give specific reasons for a failure.

Perform Update Status Explanations

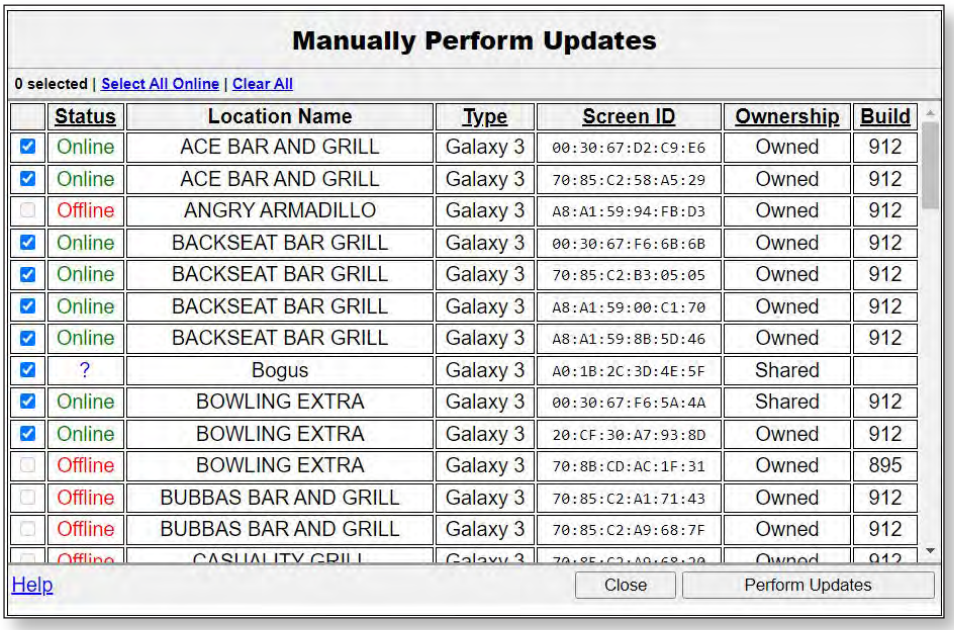
OK, so what EXACTLY do each of the statuses mean? Here is a quick explanation:

Status	Explanation
Online	*Your machine has been used in Remote Play recently and should be available to receive a call.* Notice "should" is underlined. Remember that the status is based on the last time the Galaxy 3 called in. It's entirely possible that something happened over night. Unlikely, but possible. The system will tell you what failed and you can check the logs to see why.
Offline	*Your machine has not been used in Remote Play recently and is unavailable to receive a call.* OK, Don't panic. If this concerns you, check the call logs to see if there were failures. If there were leagues there last night, and you got stats, then the machine is calling in. You can simply have someone at the bar go into Remote Games if you really want to see a green Online. But truthfully, if it called in, it's fine
?	You will generally only see this if you are borrowing this specific machine from an Operator. It basically means; *"there is no direct communication with this machine so I don't know its status"*. But that was too long to fit in a small box so we simply put the question mark.

How to Perform an Update from LeagueLeader

Once you're in the Perform Update menu, select all the locations that you wish to call by clicking on the checkbox. The only locations you can't call are the ones labeled Offline. To reiterate, this doesn't necessarily mean anything bad, just that it isn't available for a call.

And yes, you can also try to call the ones marked with a question mark. It just might not go through.

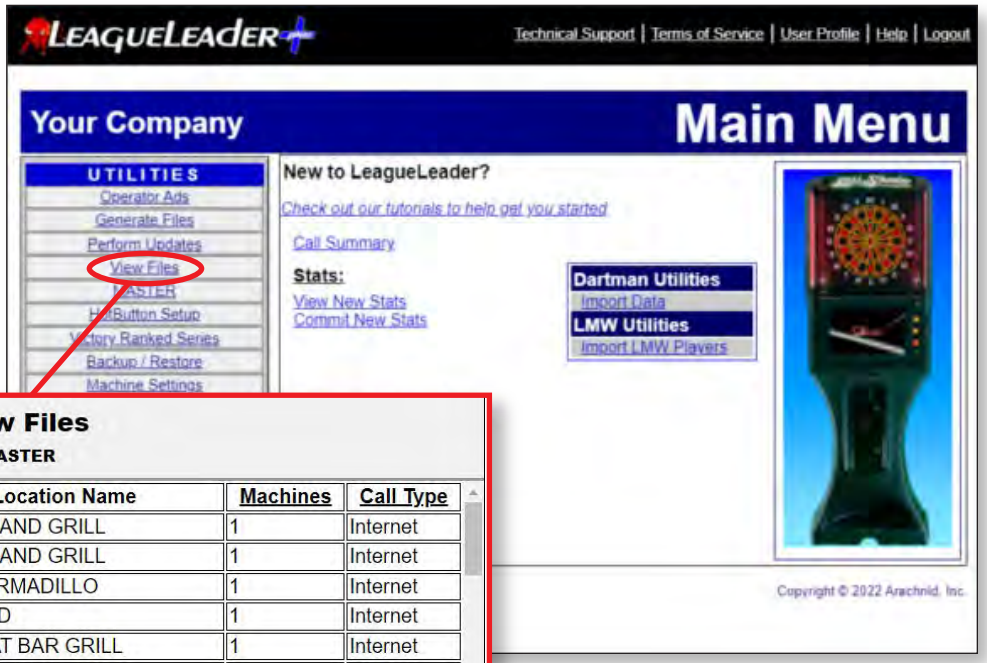


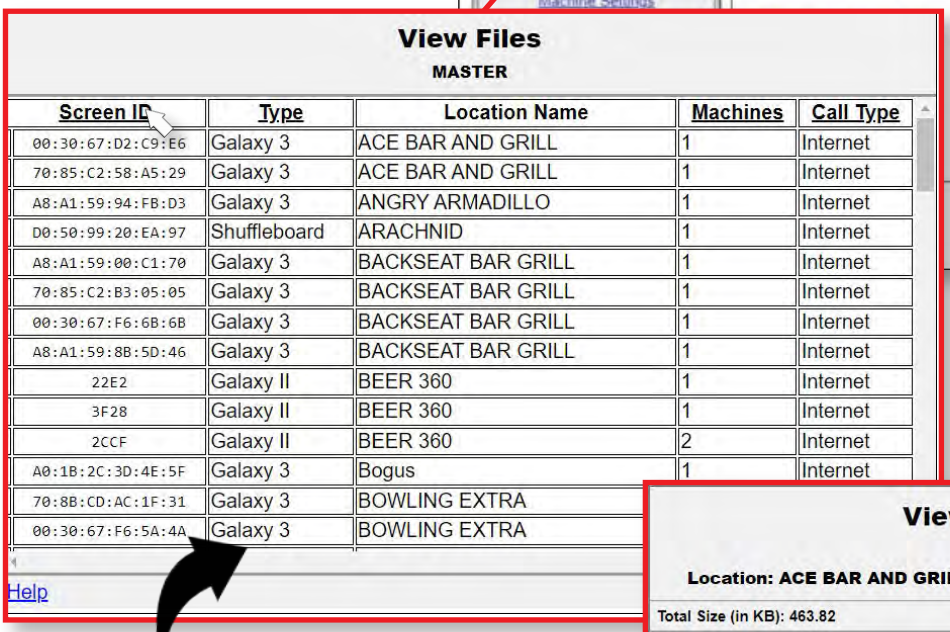
Once you have all the locations you want to call selected, click on the **Perform Updates** button. After all the calls have gone through, you will get a pop up telling you how many were successes. All the calls that failed will still have the check mark next to them. You can either try again, or take note of the ones that failed and check your call logs (pg## or pg##) to see why.

View Files

View Files is a very useful tool. It essentially shows you what files are on the server ready to go to the machines. Not sure if a league is going to a specific machine? Click View Files. Players complain that the stats aren't at the machine? Check View Files to see if there is an issue. It's a tool that Arachnid Techsupport uses all the time to see what's going on without monkeying with your data too much. You can't really do anything to the files here, just view them. Here's how:

Click **View Files** in the UTILITIES box.





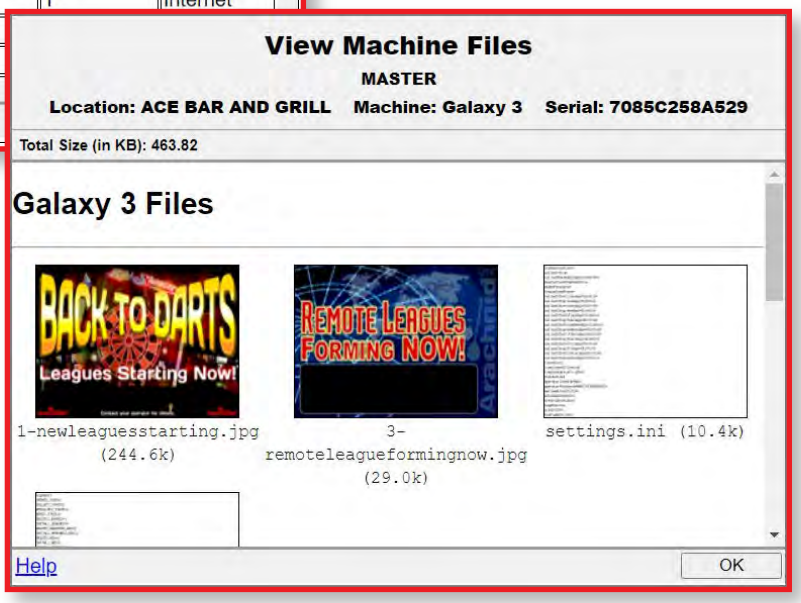
View Files

MASTER

Screen ID	Type	Location Name	Machines	Call Type
00:30:67:D2:C9:E6	Galaxy 3	ACE BAR AND GRILL	1	Internet
70:85:C2:58:A5:29	Galaxy 3	ACE BAR AND GRILL	1	Internet
A8:A1:59:94:FB:D3	Galaxy 3	ANGRY ARMADILLO	1	Internet
D0:50:99:20:EA:97	Shuffleboard	ARACHNID	1	Internet
A8:A1:59:00:C1:70	Galaxy 3	BACKSEAT BAR GRILL	1	Internet
70:85:C2:B3:05:05	Galaxy 3	BACKSEAT BAR GRILL	1	Internet
00:30:67:F6:6B:6B	Galaxy 3	BACKSEAT BAR GRILL	1	Internet
A8:A1:59:8B:5D:46	Galaxy 3	BACKSEAT BAR GRILL	1	Internet
22E2	Galaxy II	BEER 360	1	Internet
3F28	Galaxy II	BEER 360	1	Internet
2CCF	Galaxy II	BEER 360	2	Internet
A0:1B:2C:3D:4E:5F	Galaxy 3	Bogus	1	Internet
70:8B:CD:AC:1F:31	Galaxy 3	BOWLING EXTRA		
00:30:67:F6:5A:4A	Galaxy 3	BOWLING EXTRA		

Help

Click on a specific machine.



Brad Says: Notice how everything is arranged in columns? If you click on a column header, LeagueLeader will order everything by that column. In the image above, we clicked on the Locations column and it ordered the page alphabetically by location.

As you can see, the only thing we have in the folder are two ads and some settings files. If I was supposed to have a league there, I'd start checking the usual spots: Did I forget to put that location in the league? Did I Generate Files? Was there an Error? And so on. Good thing we can fix anything we need to, **Generate Files** and then **Perform** an **Update**.

MASTER

Ah, the MASTER section. This one is so special and is so full of coolness, it gets split into a bunch of different chapters. The MASTER section basically contains settings for ALL leagues not to mention special reports and several association sanctioning programs. It's a lot. So for now, this small blurb is all you get.

HotButton Setup

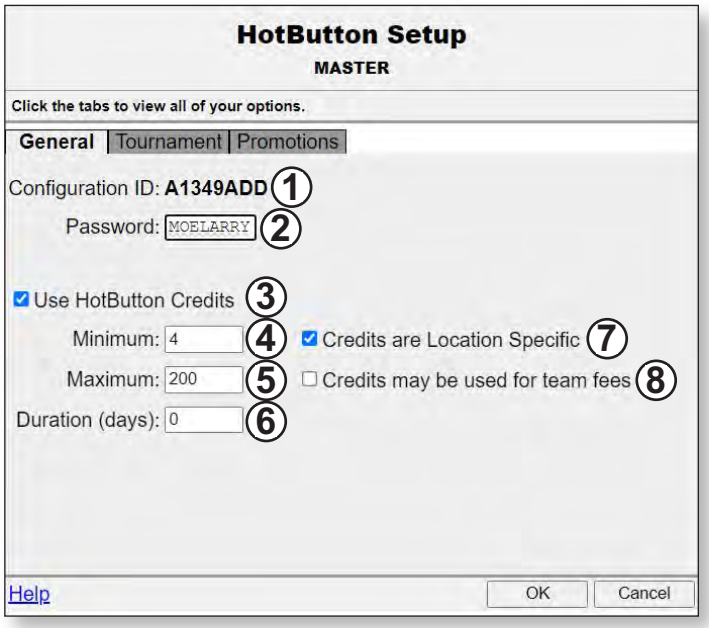
The HotButton is a device that looks like this: There are a few versions and several color variations but all the settings are in LeagueLeader. As a matter of fact, this is a product and has its own manual. So check it out at:

http://www.arachnid360.com/wp-content/uploads/2016/04/HotButton-Rev-J.pdf

In the meantime, click on HotButton Setup so we can go over the settings here in LeagueLeader.

HotButton Setup Main Menu

After clicking on the HotButton Setup link under Utilities you will be brought to the main menu for the HotButtons. Here you can set up an Operator Password and configure the settings for HotButton Credits.



1. The **Configuration ID** is a unique code that gets automatically generated the first time you open HotButton Setup. This is used as a security measure on Operator Buttons and is added to Player Buttons that get setup from your locations.
2. The **Password** is also a security measure for your buttons. Unlike your LeagueLeader login password, we don't create this one. You do. Make it as unique as you can.
3. The option **Use HotButton Credits** is off by default. To enable it, just click the check box. What this option does is allow players to store credits they bought at your locations on their player buttons. They can then use them at any other location on your route. But, there are some things to keep in mind. Check out the HotButton Credits Explained section for more insights.
4. The **Minimum** dialog box is to enter the minimum amount of credits someone needs to by in order to have credits on their button. A zero means that they don't need to buy anything to have credits.
5. The **Maximum** dialog box is where to enter the maximum they can have on the button. A zero here means there is no limit, they could have a million credits on their button if they can buy that many at one sitting.
6. The **Duration (Days)** is the amount of time, in days, before the credits go "stale" and become unusable. To make them "useable" again, a player just has to buy the minimum amount allowed, or 1 credit if zero, and store that on their button.
7. **Credits are Location Specific** is an option that was added to help with some of the issues we'll discuss in HotButton Credits Explained.
8. The fact that **Credits May be Used for Team Fees** was the whole reason HotButton Credits were invented in the first place. The avid league players in the company got annoyed that they had to carry pockets full of change to league night and wanted an easier way to do it. So HotButtons were born. Now we guessed that not every operator would want this option, so we made it a setting.

HotButton Credits Explained

The nuances of HotButton credits can be confusing. But think of it like a piggy bank for Arachnid products. Here is how players use the credits function.

> *Paul is at Bubbas Grill. He puts $25 worth of credits on his HotButton. He uses $5 to play darts for the entire night. That leaves him with $20 on the button.*
>
> *That Friday, he takes his girlfriend out for drinks at Lucy's Pizza Joint and they decide to play a few rounds waiting for their supper. Because Lucy's doesn't use the same*

operator for their Amusement equipment, Paul can't use the credits on his button. He keeps getting a message telling him that he has credits that belong to another operator and he has to use them only for that operator. Bummed, they decide to just sit and wait for their supper.

Saturday, Paul is at Big Mike's Buffet for a tournament. Luckily, Big Mike's machines are serviced by the same operator as Bubbas. Paul is able to use his saved credits for the tournament.

OK, now its time to collect the coin box, who gets the money? In the story above, Paul bought credits at Bubbas and used them at Big Mikes. So now we have, say $15, in credits used between the two places.

The system doesn't track which credits were purchased where. That would require a more bank/credit card like system which we don't want. But Bubba saw Paul stick $25 into his machine and Paul was at Big Mikes taking up dartboard space for a few hours playing games. So, how do you split the money?

Honestly, we don't know. You could keep a pool of "HotButton cash" taken from locations that have had HotButton credits bought. Then split it between locations where HotButton credits were used. But that seems unwise to do that on the fly. Maybe pay the locations their cut by check after fixing the HotButton credits issue...there are a lot of accounting methods to try.

It is for this very confusion why we added Credits are Location Specific. This means that whatever credits a player buys at a location, has to be used at that specific location. But this limits the use of the buttons as a whole.

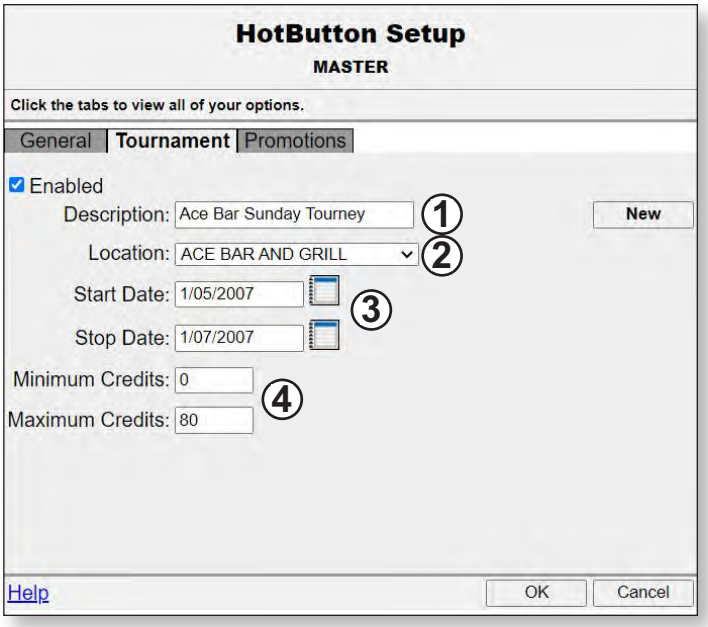
Ultimately, it's your choice how to handle it.

Tournaments

The Tournament section is a way to allow limited use of HotButton credits. Basically, you set up the Tournament, and any credits bought during the tournament could only be used at the tournament.

The cool thing is that HotButtons weren't limited to just one specific Operator. Basically any player, regardless of which Operator they got their button from, could buy and spend credits at the tournament.

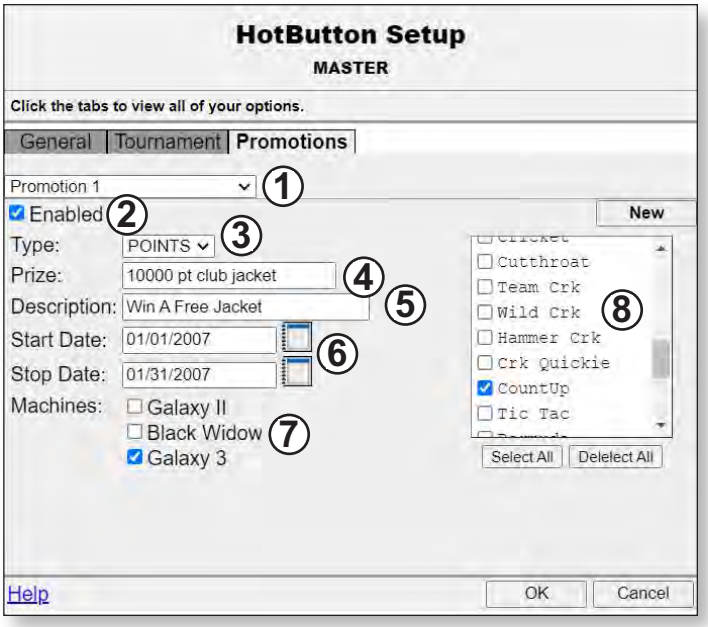
Once the tournament is over, leftover HotButton credits become unusable.



1. The description is just something for you to remember. It wont show up anywhere else.
2. The Location is where the tournament is at. This can be an arbitrary location as long as you have boards assigned to it.
3. The Start Date and Stop Date tell the HotButtons how long to retain the Tournament credits.
4. Minimum Credits and Maximum credits function just like normal except they are strictly for the tournament.

Promotions

Simply put, HotButton Promotions is a way to try and get players into your locations more often. Basically, the players use their HotButtons to "log-in" and play a game/set of games and try to win a prize. You set up the parameters: What the prize is, what do they have to do to win, what games to play, ect., This then goes to all of your machines like most HotButton settings.



Here's a rundown on the options:

1. You can have up to four different promotions going on at once. This drop down box, lets you pick which one you want to look at/set up.
2. In order for the Promotion to be available on the board, you must click the checkbox next to **Enabled**. Otherwise all the settings will be grayed out.
3. There are three **Types** of promotions. This basically determines the "winning" conditions of the promotion.
   - You can have the promotion's win criteria to be based on how many **Games** a player has played.
   - You can have the promotion's win criteria to be based on how many **Points** a player has at the end of a promotion.
   - You can have the promotion's win criteria to be based on how many **Wins** a player has at the end of a promotion.
4. Unfortunately, you can only list one **Prize**. So, if your promotion has tiers of prizes, you probably should list the top prize here.
5. Just add a brief **Description** of what the tournament is for. You don't have a lot of room so be short and sweet.
6. Obviously you want the promotion to have a limited time frame. Use the calendars here to choose a **Start Date** and a **Stop Date**.
7. The **Machines** option is kind of silly at this point. We don't support the Black Widows any more and the Galaxy 2's are getting dated. It's a good thing that Galaxy 3's are selected by default.
8. You can pick as many different **Games** as you'd like. Just keep in mind that you want to keep this fun and don't want to make it too hard on the players. It might be best to stick to one or two.

Each time a player uses his HotButton to play a promotional game, the count on the HotButton will increase. The player will not get credit for playing the game unless they insert their name during the game using the HotButton.

At any time during the promotion, a player can touch their HotButton to a machine to find out how many "points/wins/games" that player has. Simply use the HotButton to enter the Player Button Menu, and it will show you a count of valid promotions on the HotButton that the player has at least 1 "point" for. After all buttons are read, the winner can be determined.

Victory Ranked Series

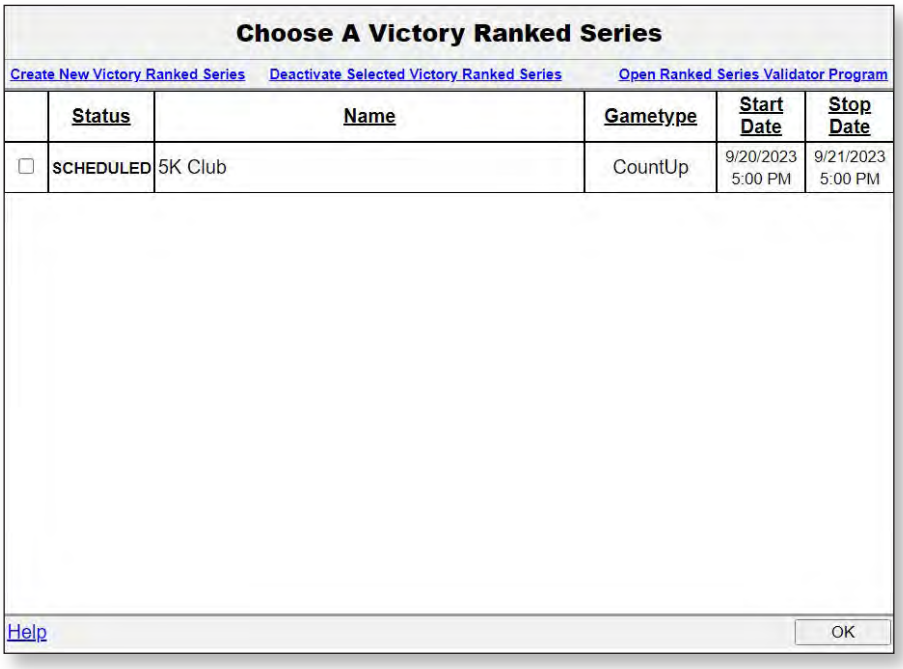
A **Victory Ranked Series** is another way to get players into bars, playing games, eating, drinking and having a good time. Players compete for prizes of your choosing - T-shirts, Dart Sets, Cash, Free Hot Button Credits, etc.

It's kind of like a tournament smashed together with a HotButton Promotion. You still need HotButtons, or the BSLive App, to participate but there is A LOT more to it. It's also only on the Galaxy 3's. Galaxy II's don't have the functionality to handle a **Victory Ranked Series**.

Click on **Victory Ranked Series** to get started.

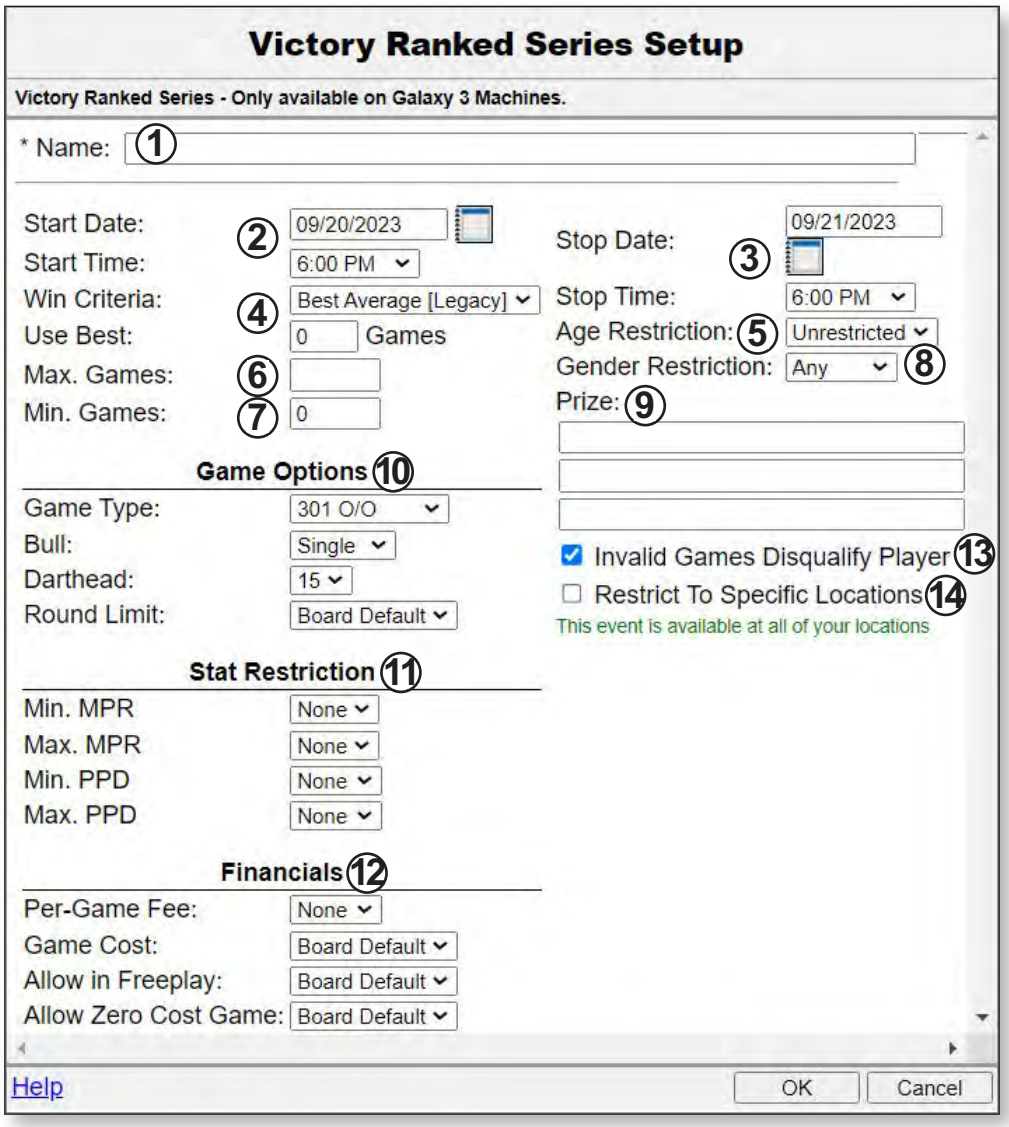
Victory Ranked Series Main Menu

From the Choose a Victory Ranked Series, you can see all of your current and old Rankled Series', Create new ones, Deactivate old ones and look at the Ranked Series Validator. Each will have their own section.



Creating a Victory Ranked Series

In the **Victory Ranked Series Setup** menu, you are given all the options necessary to create a Victory Ranked Series and assign it to locations. Of course, you can have as many competitions running on any or all of your Galaxy 3's at the same time, if you so choose.



1. Give this Victory Ranked Series a **Name**. It can be just about anything. Some suggestions would be to include the game type and perhaps prize.
2. Choose the **Start Date** and **Start Time** for your new Ranked Series. The Ranked Series will not start until the exact time and date you set.

   Example: You set the Victory Ranked Series to start Sunday April 6th at 12PM (noon). The Galaxy 3 will not let you play the Ranked Series before.

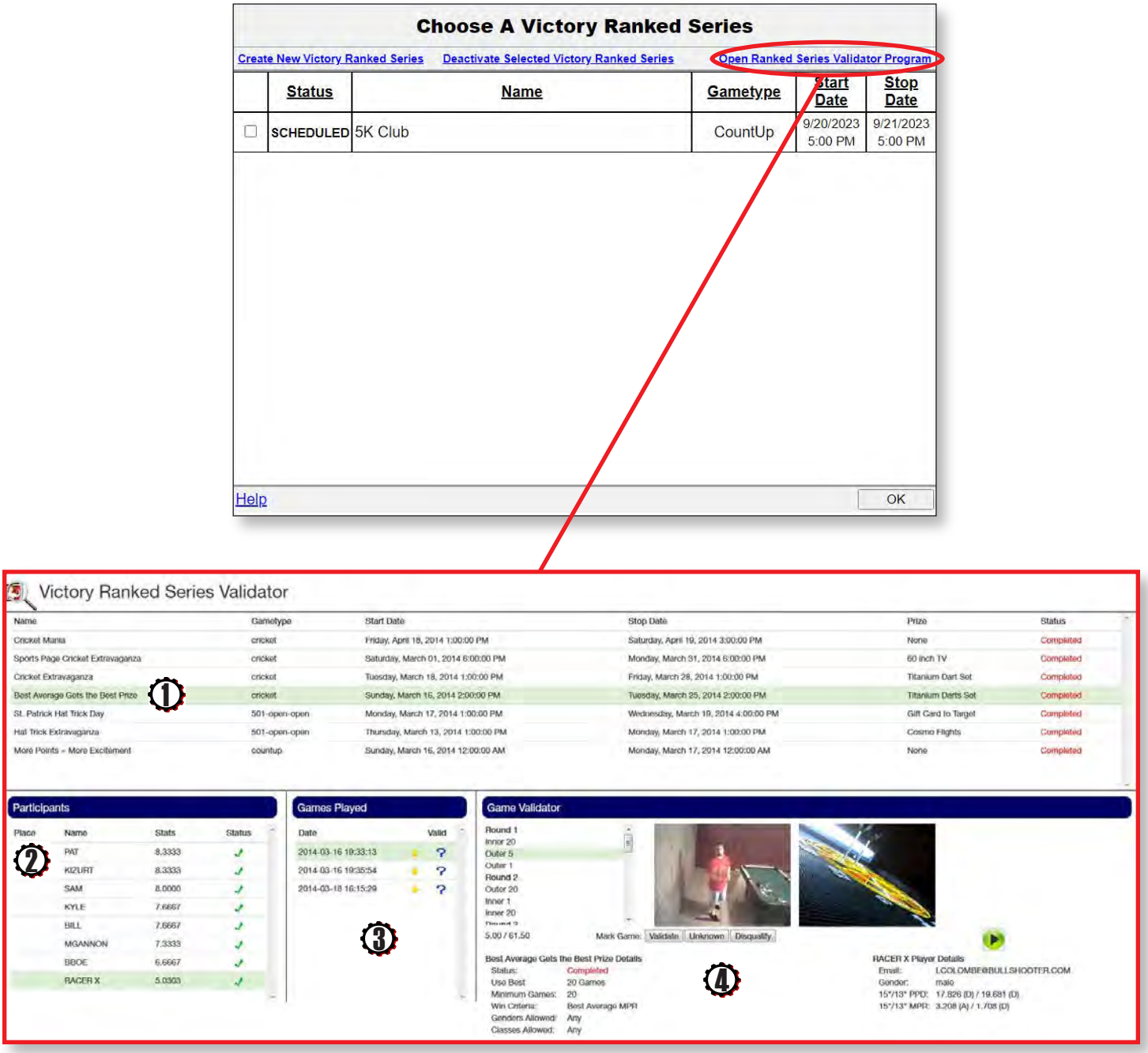
3. Choose a **Stop Date** and **Stop Time** for your series. The Ranked Series will become unavailable on that date and at that time.

   Example: You set the Victory ranked Series to stop on Saturday April 12th at 12PM (noon). Once its over, the Galaxy 3 will not let you play the series anymore.

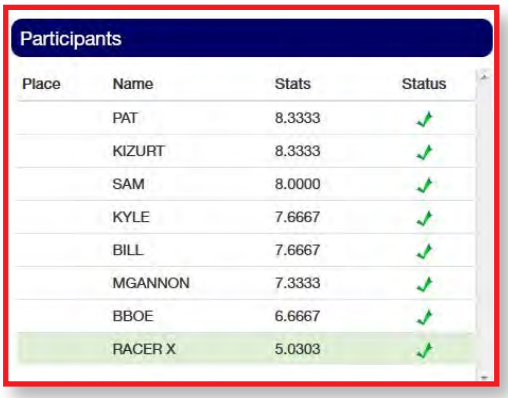
4. The **Win Criteria** is how the system chooses a winner. Depending on which of the four (4) types you choose, the options may vary:
   - **Best Average** - The player with the best overall average wins the series. This option comes with an extra setting, **Use Best** *[number of]* **Games**.
     - Here, you tell the system to **Use Best** *[number of]* **Games** to calculate the average This option only appears when **Best Average** is selected for Win Criteria.
   - **Most Hat Tricks** – The player with the most Hat Tricks wins the series. This is not recommended for Cricket games because the players will just sit there all night and point up on the bulls.
   - **Most Games** – Just like the title suggests, the player with the most games played is the winner.
   - **Most Points** – Just like the title suggests, the player with the most points accumulated over the entire event is the winner. This option is only available for Count Up events.
5. Choose an **Age Restriction**. This goes hand in hand with our Age-Restricted setting in Locations settings. For the most part, unless you know that you have an age restriction on a location (like maybe an arcade), you can ignore this option.
   - **Unrestricted** allows any location, regardless of their Age-Restricted status.
   - **Adults Only** is for all locations that have Age-Restricted turned OFF.
   - **Minors Only** is for all locations that have Age-Restricted turned ON.
6. Enter in the **Maximum Number** of games that a player is allowed to use to qualify for this series.
7. Enter in the **Minimum Number** of games needed in order to be eligible for this series.
8. Set the **Gender Restriction**. Selecting "Any" means that both genders are allowed in the event and if "Male" or "Female" is chosen, they will be restricted to their specific gender.
9. The **Prize** is what the Ranked Series is all about. This is what the winner(s) gets at the end of the series. It can be anything from a t-shirt to money. There are spaces for three prizes, but that doesn't mean you can't have more.
10. The **Game Options** section allows you to:
    - Choose the **Game Type**. There are five (5) game types; 301 O/O. 501 D/D, 501 O/O, Count Up and Cricket.
    - Change the **Bull** setting between single or double.
    - Change the **Darthead** type between 15" and 13" dartheads.
    - Change the **Game Cost**. This only applies to Victory Ranked Series play.
    - Change the **Round Limits**.
11. **Stat Restriction** is a way to allow you to tailor the event to specific skill types Maybe you want to give the Pro's some incentive to play longer. Maybe you want to bring in new players and get them excited about darts.
12. The **Financials** section is where you can manipulate settings related to cash for the Victory Ranked Series.
    - By setting an **Entry Fee**, you are asking the players to pay a little extra money to play in the series so that there will be a bigger prize at the end or to cover overhead.
    - You can adjust the **Game Cost** of the specific game in a Victory Ranked Series.
13. If you check the option **Invalid Games Disqualify Player** then any game you disqualify a player for, will disqualify them from the ENTIRE series. With the option unchecked, only the specific game that was disqualified will be removed.
14. You can **Restrict** *[the series]* **To Specific Locations**. Instead of it going to your whole route, you can pick and chose which locations can participate.

Using the Ranked Series Validator

Use the Victory Ranked Series Validator to review the contestants for the various Ranked Series you run and determine if any need to be disqualified. You can't be everywhere. This system is the next best thing. But First, do you remember how to get there?



1 The top most section is a list of all of your Victory Ranked Series. At least the ones you haven't deleted yet. As you can see, it shows you a bunch of other information aside from its name: when it started, when it stopped, what type of game it was, the prize and if it's been completed or not. To start the viewing process, click on the Victory Ranked Series you want to review.



2 After selecting the Victory Ranked Series we are going to be reviewing, select one of the participants. The games they played will pop up right next to him, see step 3.

3 After selecting one of the participants, their games will appear here. Of course, the number of their games and which ones all depend on what options you selected when creating the victory ranked series.

From this window, you can click on a game to review and/or click the ? to validate the game without reviewing the game.

4 After selecting the game to review, all of the important information for that game: each dart they threw, their average, the data for the event itself, and the players general information. To start the viewing, click on the first dart they threw (or any dart for that matter) and press .

The validator will start playing the rest of the game from the dart you selected. Once you have reviewed the game entry to your satisfaction, click one of the following buttons: **Validate**, **Unknown** or **Disqualify**.

Clicking the Validate button will mark this game as a valid game to use toward the players score/total.

By clicking the Unknown button you are basically you are unsure which to mark this game as. There are many reasons this might occur. Maybe it looks valid but there is something off about it. Maybe its hard to tell. Whatever the reason, you can always review it again.

Click Disqualify to add this game to the players score/total.

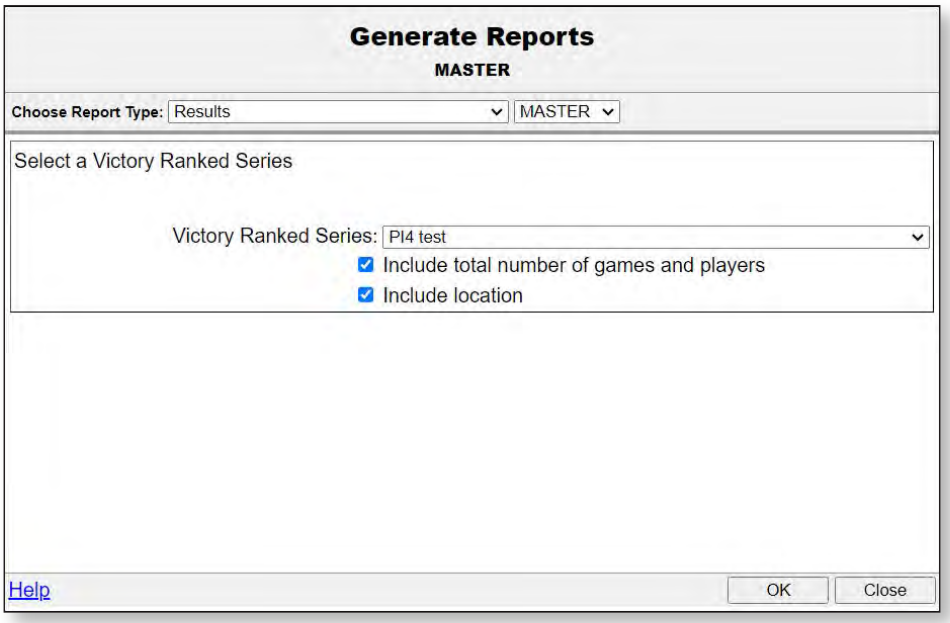
To close out of the validator, just close out of the browser tab it opened when you started.

Reports for Victory Ranked Series

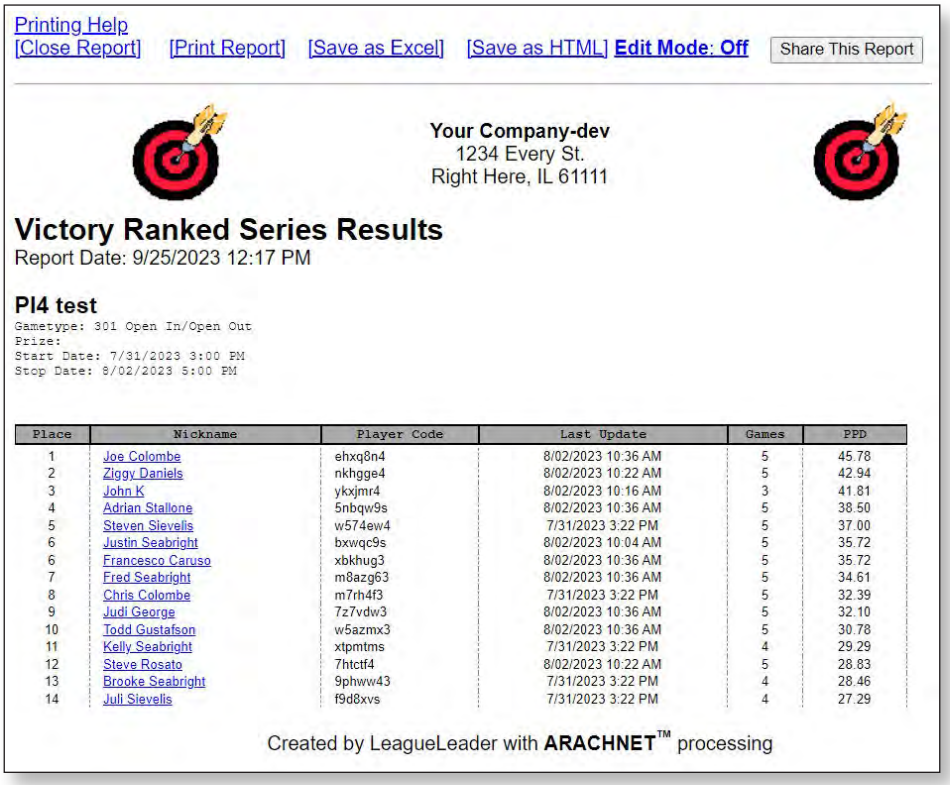
There are two (2) reports designed specifically for Victory Ranked Series. The **Results** report will help you figure out the winner and the **Location Participation** report helps you determine if the Ranked Series was useful at certain locations. You can only fin these reports in the MASTER section (more on Reports in Chapter ## Master: Reports).

Victory Ranked Series Results Report

This is the report to print if you want the results. Use the drop down box to select the Victory Ranked Series you want to know the results of and click **OK**.

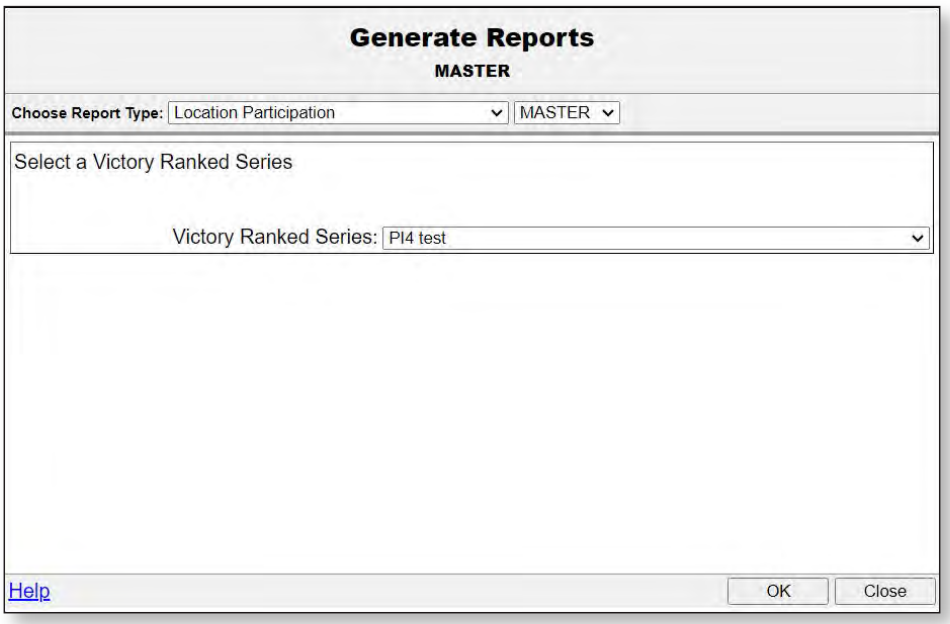


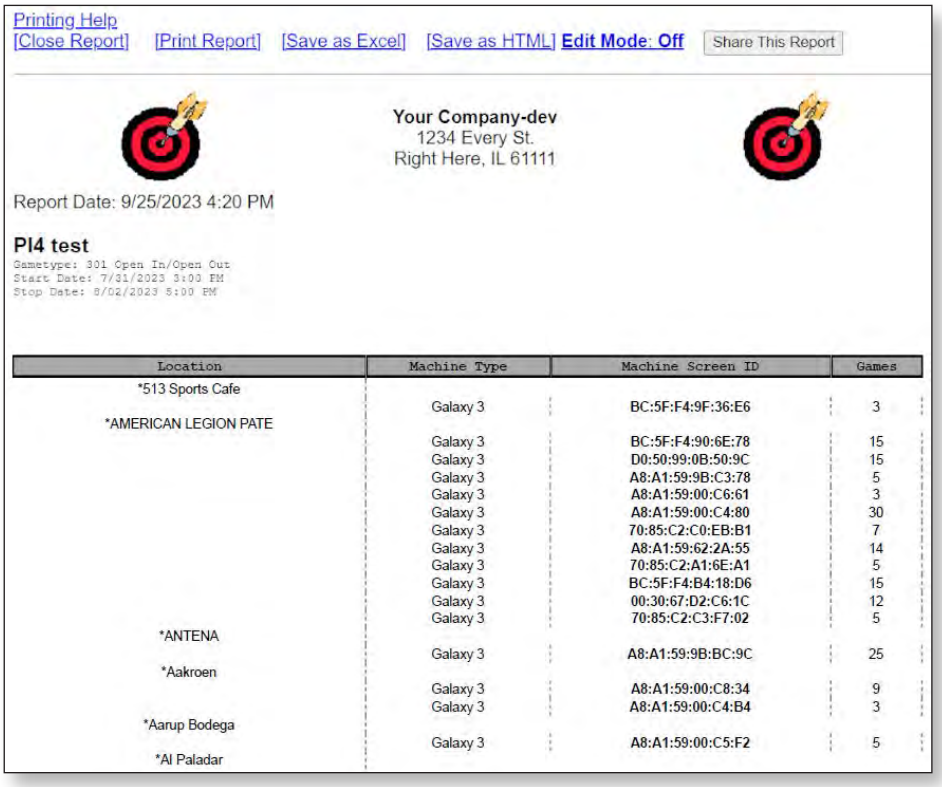
- The option **Include total number of games and players** will add that bit of data to the top of the report.
- The option **Include Locations** will list all the locations that players played at.



Victory Ranked Series Location Participation Report

This is the report to print if you want how much a Victory Ranked Series was played at the different locations it was assigned to. It's a good way to gauge if the Ranked Series was successful in bringing in customers to the locations or if you need to maybe do something else to increase customer flow. There are no options for this report, so when you have the Victory Ranked Series in question selected, click OK.





Location	Machine Type	Machine Screen ID	Games
*513 Sports Cafe	Galaxy 3	BC:5F:F4:9F:36:E6	3
*AMERICAN LEGION PATE	Galaxy 3	BC:5F:F4:90:6E:78	15
	Galaxy 3	D0:50:99:0B:50:9C	15
	Galaxy 3	A8:A1:59:9B:C3:78	5
	Galaxy 3	A8:A1:59:00:C6:61	3
	Galaxy 3	A8:A1:59:00:C4:80	30
	Galaxy 3	70:85:C2:C0:EB:B1	7
	Galaxy 3	A8:A1:59:62:2A:55	14
	Galaxy 3	70:85:C2:A1:6E:A1	5
	Galaxy 3	BC:5F:F4:B4:18:D6	15
	Galaxy 3	00:30:67:D2:C6:1C	12
	Galaxy 3	70:85:C2:C3:F7:02	5
*ANTENA	Galaxy 3	A8:A1:59:9B:BC:9C	25
*Aakroen	Galaxy 3	A8:A1:59:00:C8:34	9
	Galaxy 3	A8:A1:59:00:C4:B4	3
*Aarup Bodega	Galaxy 3	A8:A1:59:00:C5:F2	5
*Al Paladar			

For more on rep[reports including tricks and tips, check out Chapter ## Master: Reports

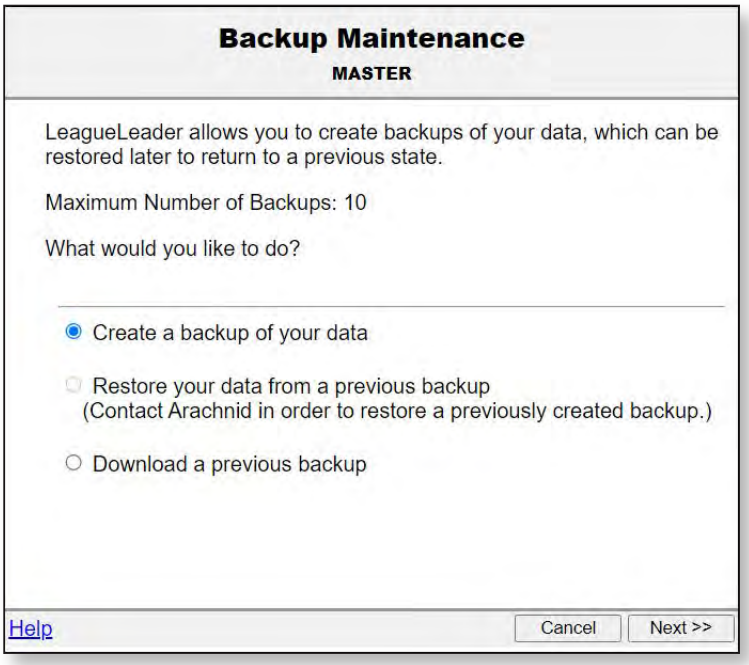
Backup/Restore

This may be a surprise, but LeagueLeader actually has a Backup function. Weird right? Unfortunately it's an all or nothing kind of deal. Meaning, it backs up EVERYTHING and not just the league/item you were working on. To start the process, click on **Backup/Restore**:

Making a Backup

From the Backup Maintenance screen, you can **Create a Backup of your data** and **Download a previous backup**. Unfortunately, you can't restore a backup unless you call Techsupport (1-800-435-8319 ext 3). More on restoring will be explained later. For now, let's create a backup.

The option Create a backup of your data should already be selected. If this is what you are doing, click the **Next>>** button.



Brad Says: This is not something you need to do daily. The LeagueLeader website is already backed up multiple times a week. This is just for insurance if you are concerned about messing something up.

Give your backup a description. Be descriptive but also short. You only have a max of 30 alpha/numeric characters to use, but you still want to know why you made the back up. Descriptions like “2023 Summer” & “Stat Fix on MENDBL” are common.

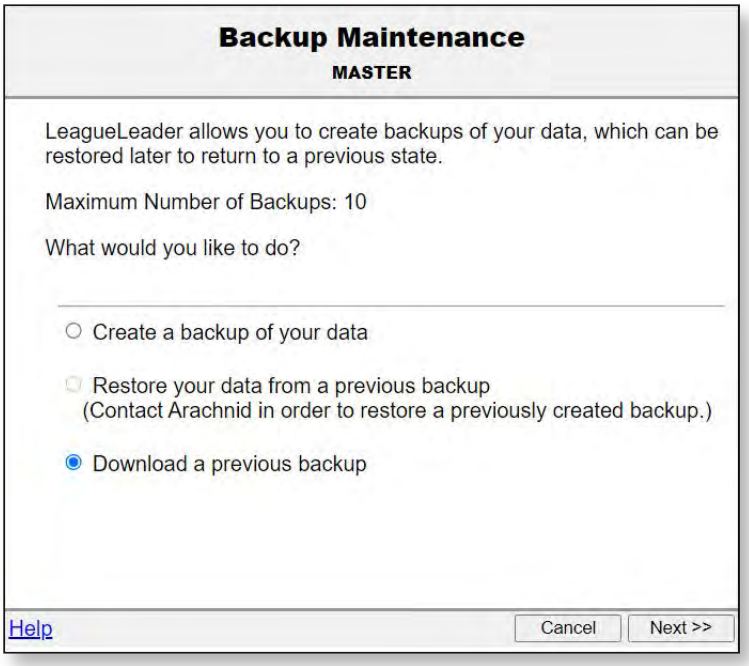
Once you have a description, hit **Next>>**.

After the backup is done, you will get a message informing you of this fact and requesting you click the **Finish** button.

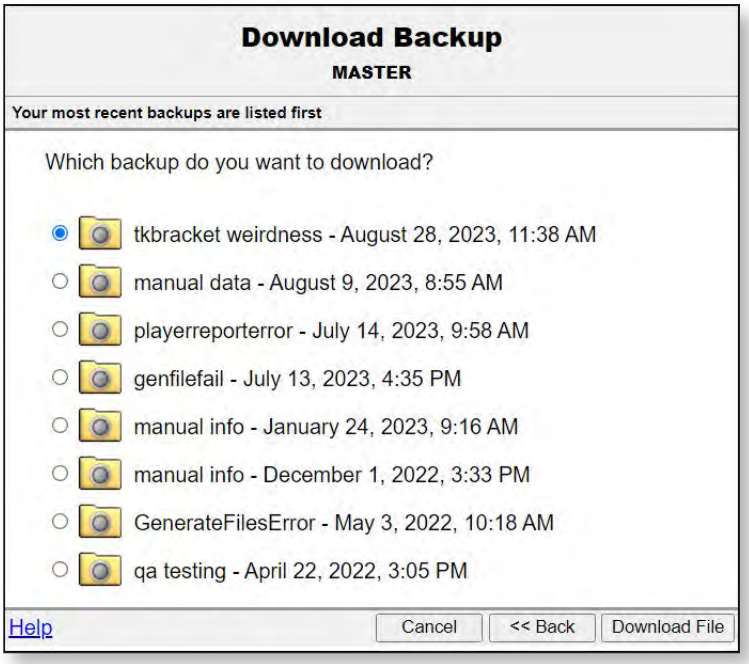
Downloading a Backup

While Downloading a Backup isn’t necessary, it does offer some peace of mind. Basically if you download the backup, it downloads a COPY of the backup. That's right, a copy. This allows for what computer techs call “redundancy”. The backup is in two places now, well more if you count the backups we do every week. So, if everything goes sideways, you still have a copy of your stuff on your hard drive for safekeeping.

Make sure to select the option Download a previous backup before clicking the **Next >>** button.



Select a Backup to download and then click the **Download File** button. Your computer's file system will start and you'll be asked to save it somewhere in your computer.



"Why Can't I Restore Backed Up Data By Myself?"

LeagueLeader is built around hundreds, if not thousands, of databases. Players, teams, leagues, stats, you name it. They are all in specific databases. These databases are all interconnected and "talk" to each other.

Because of this, when you create a backup, you are copying ALL of the databases into the backup file. When you restore that file, it restores EVERYTHING back to when that backup was made. This means any changes you made after the backup is gone.

Back in the day when LeagueLeader was first introduced to the world, some folks misused this function so badly, it ended up preventing parts of LeagueLeader from functioning properly. The safer solution was to restrict the restore option to Arachnid Service Staff only.

They will then see if there is another way to resolve the issue without restoring a backup. Which is usually the case. If all else fails, they can still carefully restore the backup.

Brad Says: As the saying goes, "a few bad apples ruin the bunch". On that note, the Backup/Restore function has been vastly improved since that incident, however, we still feel it is much safer if Techsupport does the restoring for you. If anything bad does happen, they can be right there to fix it or at least get someone who can.

Machine Settings

Ever want to change a game price on ALL of your machines and didn't want to waste a tech to go do that? How about adding happy hour to a location? Change a setting on the boards? Machine Settings is the way to do that.

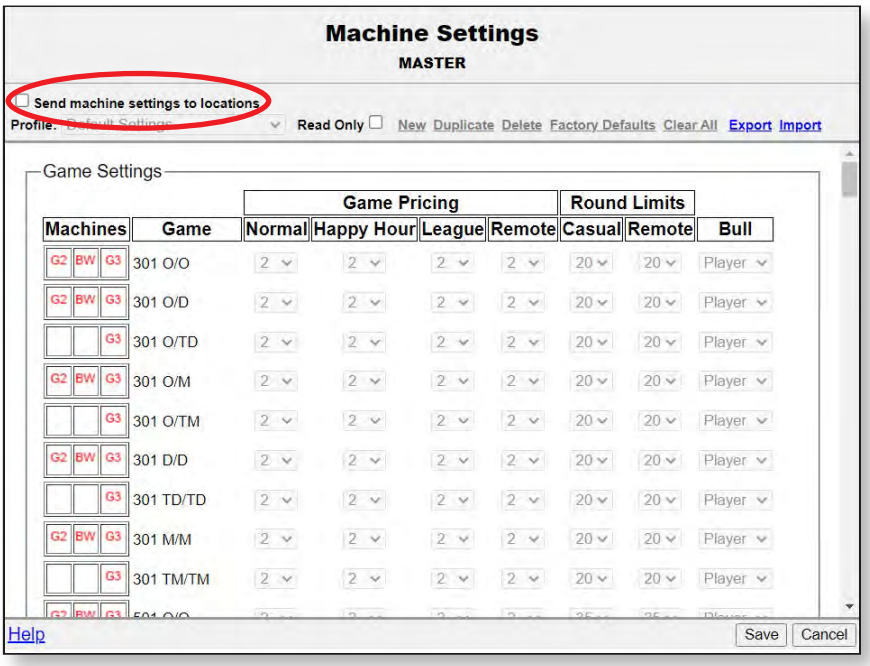
Machine Settings, located under Utilities, contains basically all game/league settings on the board in LeagueLeader. Really the only thing you can't change is the Username and Password. This little quality of life option allows you to set up the settings how you want and assign them to locations.

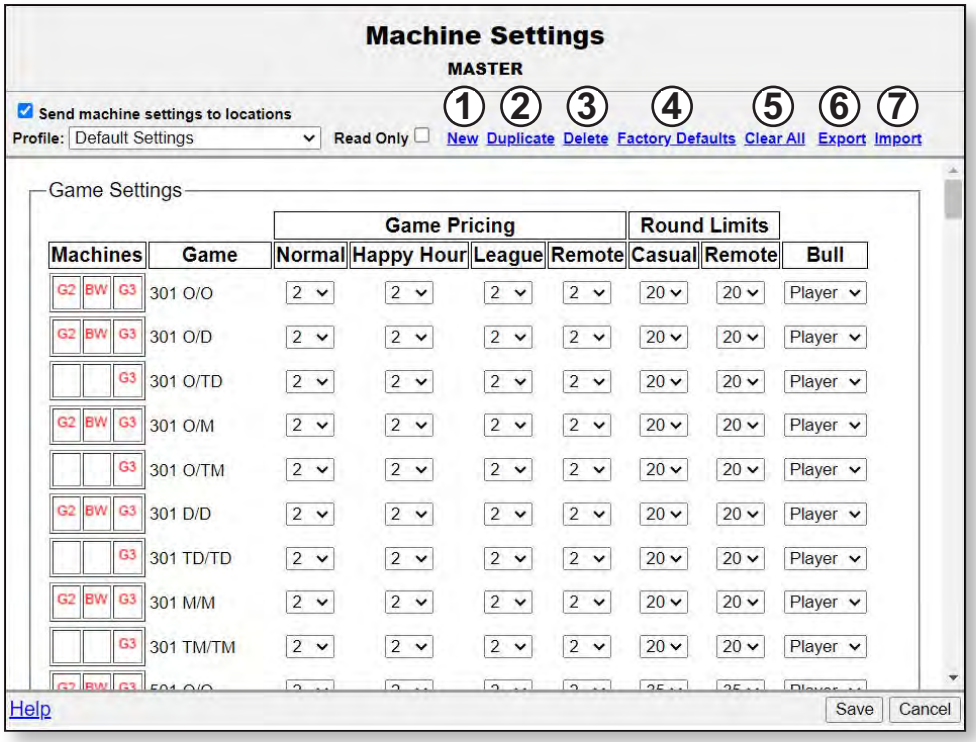
Every time that location calls in, the settings will get updated just in case someone went in and accidentally changed a setting. You can also use it to set up your company's default pricing on new boards without having to go into setup mode. Let me explain. Click on Machine Settings.

Using Machine Settings

Because Machine Settings can have a great effect, good or bad, on your route, there are several safety measures in place. One of those is the fact that it's off by default.

To enable Machine Settings, click on the **Send machine settings to locations** check box.





As you may have guessed, the Machine Settings section has A LOT of information. We aren't going to cover all of that here. Why? For one, all of these settings are also on the Galaxy .3 and it's manual does a good job explaining them. Secondly, explaining the settings alone could be its own book. Even if those explanations were very short.

What we will do is explain the various options at the top of the Machine Settings window.

1. Click **New** to create a new profile. A profile is basically a specific set of Machine Settings. You can create a profile for each location, for each area of a city or state, or your own default setting. The sky's the limit really.
2. By clicking **Duplicate**, you will create a new profile that is EXACTLY the same as the one you are currently looking at. This is good for creating profiles for specific locations that want one or two changes from your default settings.
3. The **Delete** option will remove the profile you are currently looking at. So be careful.
4. **Factory Defaults** are all the settings that we pre-set in the factory. Click that option to automatically fill in all the settings with Arachnids default settings. You can always adjust the to your liking.
5. To clear out all of the settings, click on **Clear All**.
6. By using **Export**, you can save a profile directly to your computer. Doing this gives you a backup of the settings and allows you to share settings. Look at the example.

*Example: Your company has multiple LeagueLeader accounts. Your bosses want similar, if not the same, settings throughout all of their LeagueLeader accounts. Instead of every League Coordinator manually entering in all of the settings, one person can create a profile of their company's default settings in one account and then **Export** it to their desktop.*

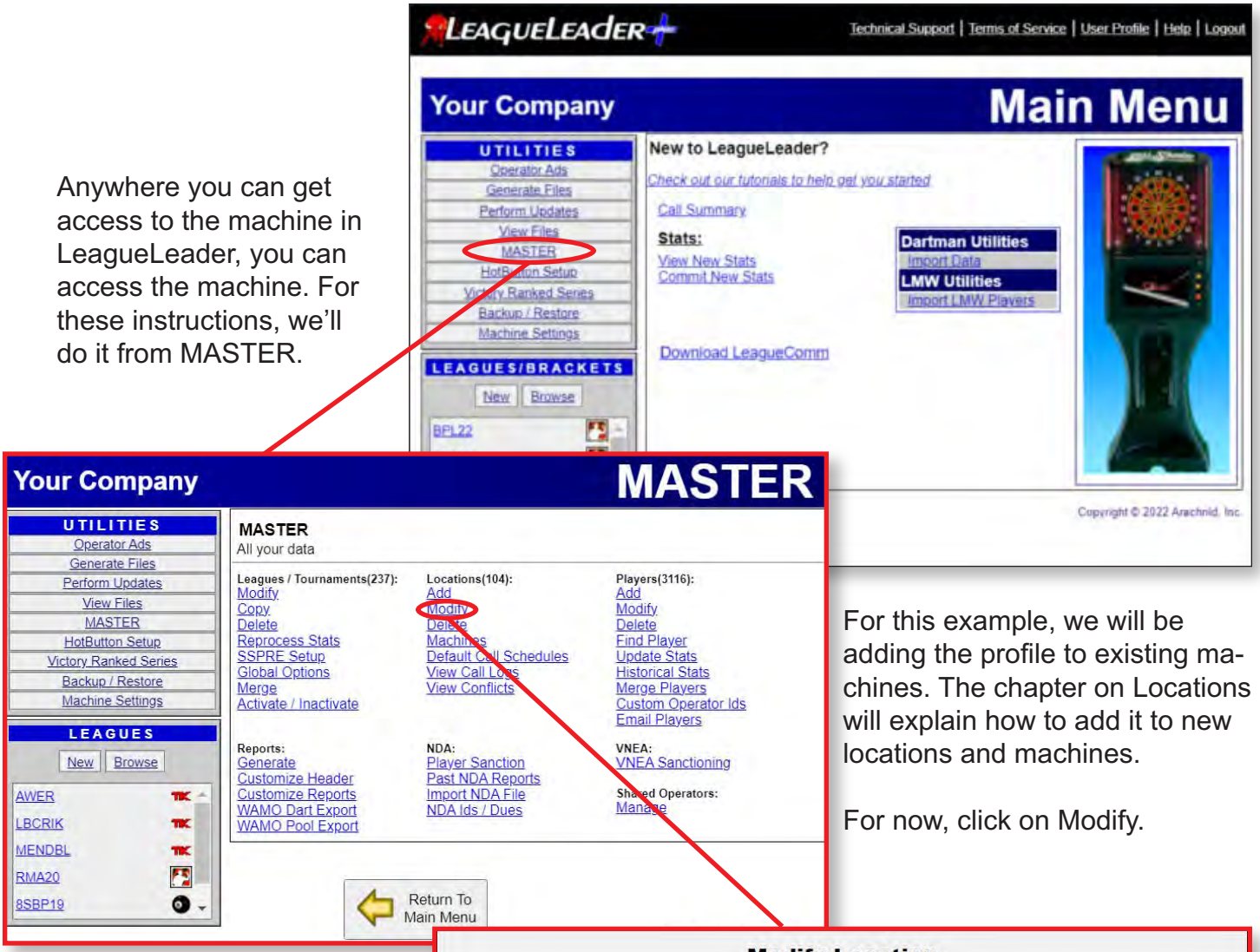
*They then send the Exported profile to their colleagues who then **Import** it into their separate accounts.*

7. Use this option to **Import** settings that were exported from LeagueLeader. See example above.

Assigning a Profile to a Machine

Once you've created a profile you want to use, you'll need to assign it to a location's machine. You have to assign the profile to each individual machine in a location. If a location has 15 machines, you'll need to assign the profile to each one.

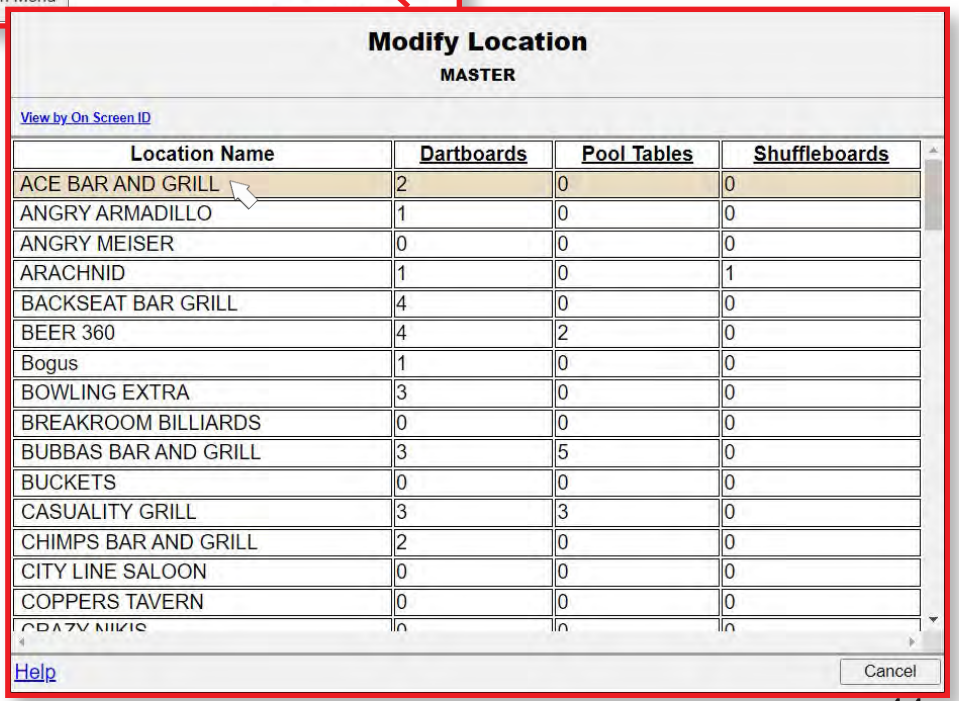
Anywhere you can get access to the machine in LeagueLeader, you can access the machine. For these instructions, we'll do it from MASTER.

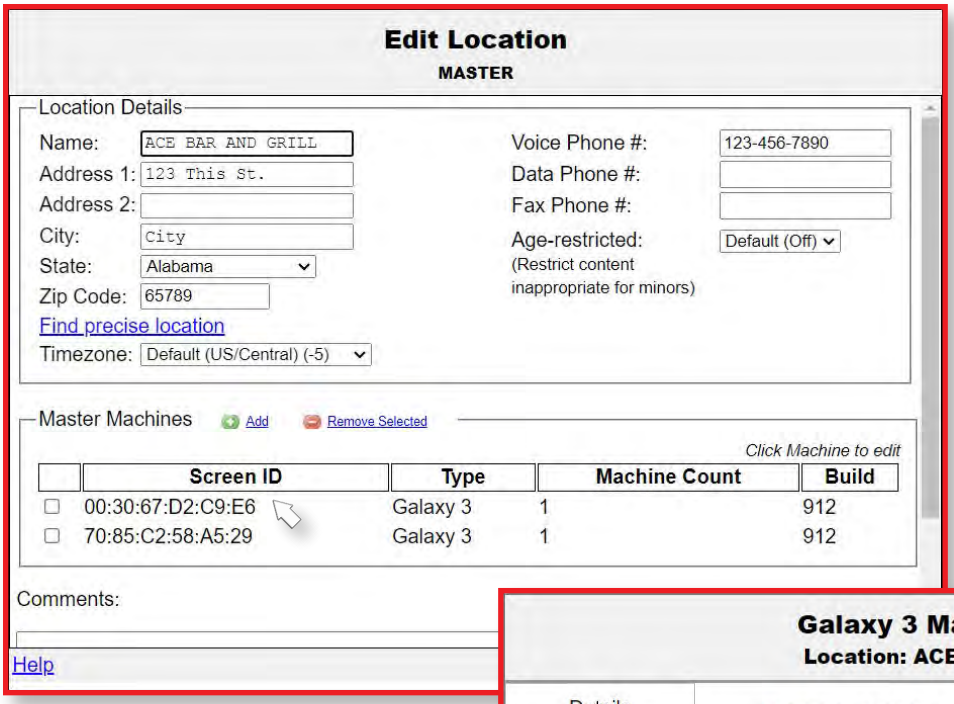


For this example, we will be adding the profile to existing machines. The chapter on Locations will explain how to add it to new locations and machines.

For now, click on Modify.

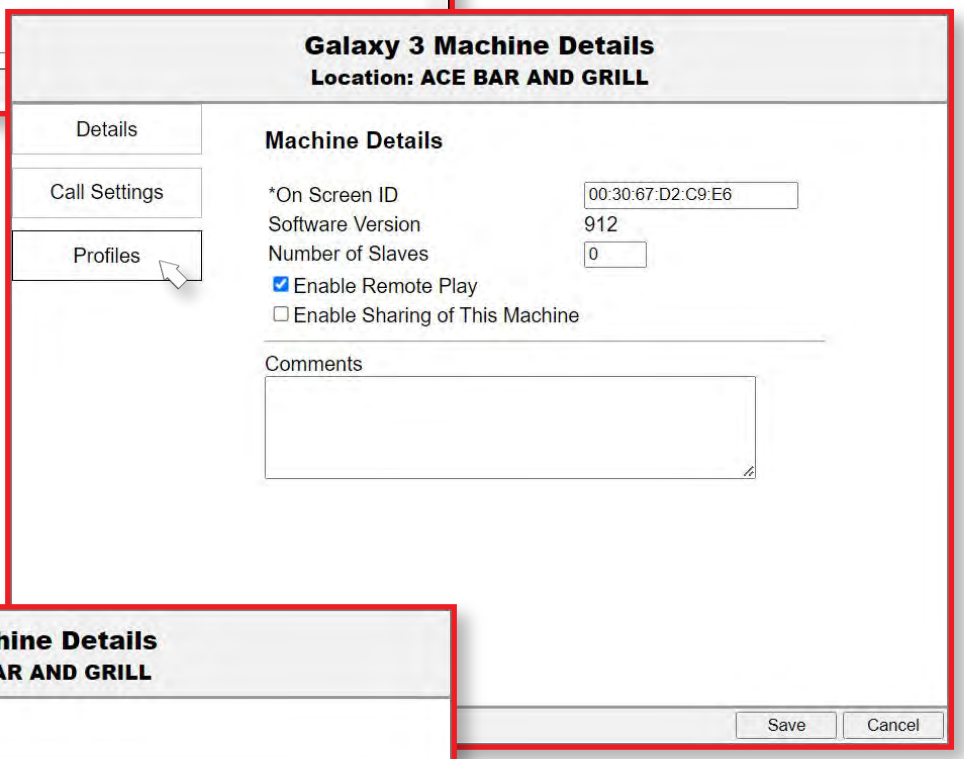
Click on the location we are going to add the Profile to.



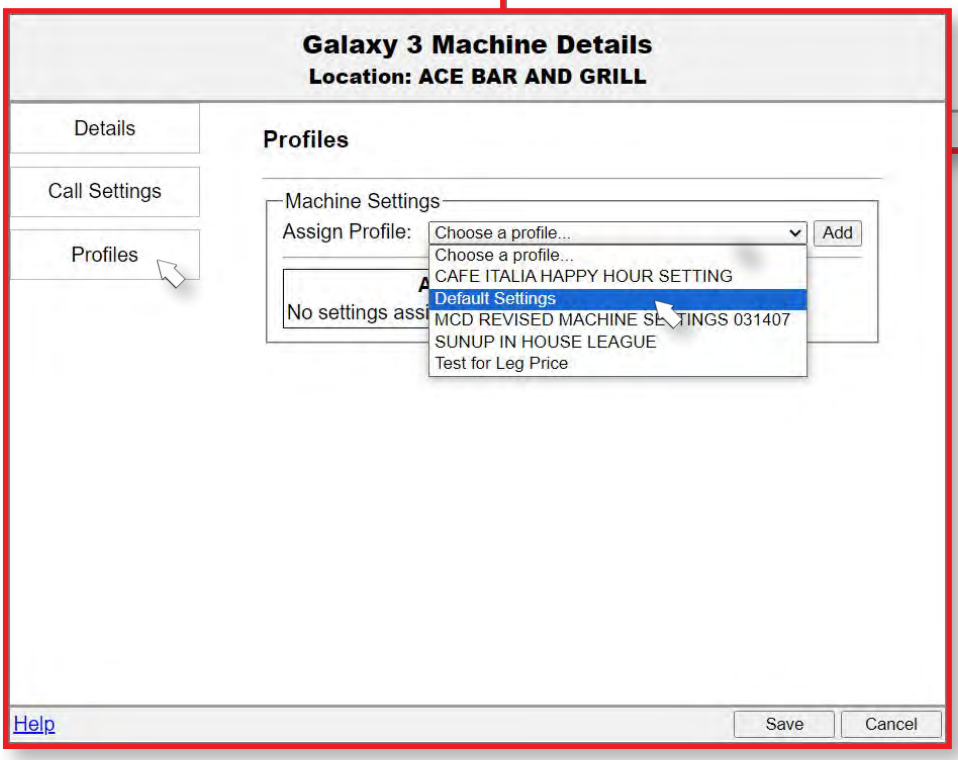


Select one of the machines by clicking on the Screen ID.

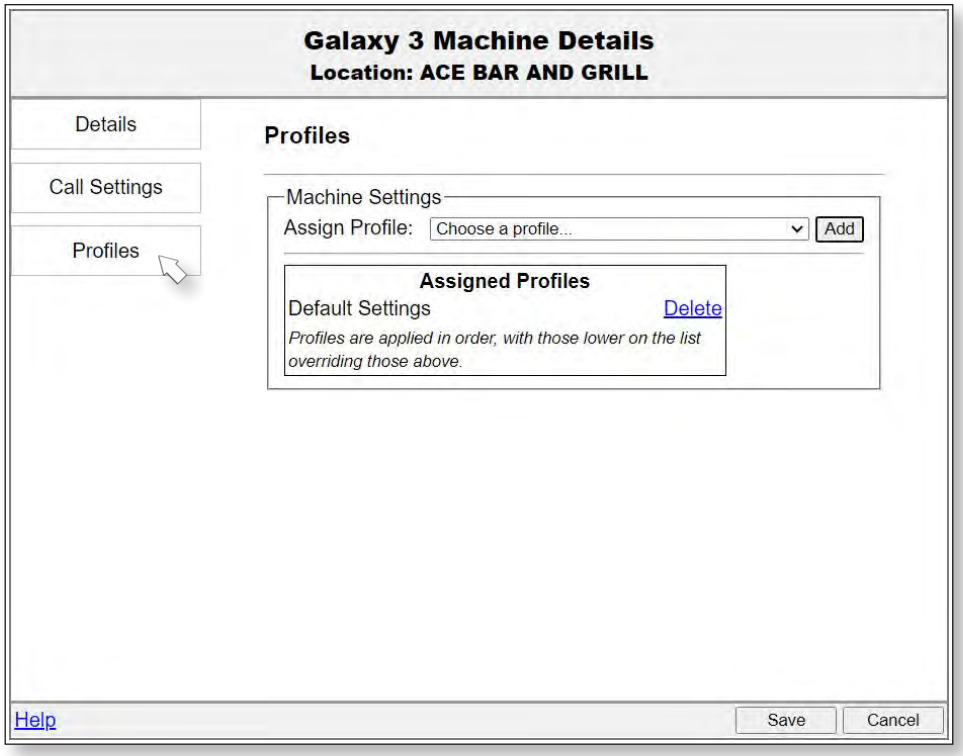
You will have to do this for all machines so just keep that in mind.



Click on the **Profiles** button.



Select the profile you want to add to the machine and then click the **Add** button.



This is what this should look like. Your profile in the Assigned Profiles box. Did you notice the message: “Profiles are applied in order, with those lower on the list overriding those above.”

This is saying:

1. You can have multiple profiles assigned to one machine.
2. The first one you entered overwrites all the others.

Why is this important? Well, it means you can have a set pricing for your whole route, but have a flexible way to accommodate some customer requests without too much effort. For instance:

1. Create a “Default Price Setting” profile but don’t change any other setting.
   - Leave them all at factory default.
2. If a customer wants happy hour on Thursdays and wants the casual Freeze Rule always off; create a new profile.
   - Maybe give it the name of the location and what it is for (e.g. Lucky’s Happy Hour).
3. Go into the machine’s profile and add that on top of your Default Price Settings.

This way, if another location wants specific Happy Hours or game settings, you don’t have to recreate a whole new setup just for a few setting changes. AND you can do it all from your computer and not drive out to the location.

But what if a location wants different prices? Well, now you’ll probably have to make them a new pricing profile. But, all you have to do is duplicate your current one (item #2 on page 29) and change what you want. Simple.

Brad Says: Assigning Profiles will be repeated and expanded upon in the Locations section. This was a quick tutorial to get the idea across.

The MASTER Section

OK. This next group of chapters is quite large and extensive. So much so that, to draw attention to it and explain a little bit of the chapters beyond, it gets its own “section”. Which is something I haven't done in any of the other manuals.So, sorry about that.

Anyway, the next six (6) chapters are going to all be about different parts of MASTER (aka The Master League, The Master File or Master Options). MASTER has 6 columns full of information and each column gets its own chapter. I’ll explain all the things that are in each column to the best of my ability. Each item of every column will be separated out and explained so if you don’t want to read the whole thing, dont. I wouldn’t. Just skip to the thing you want to look at. I would.

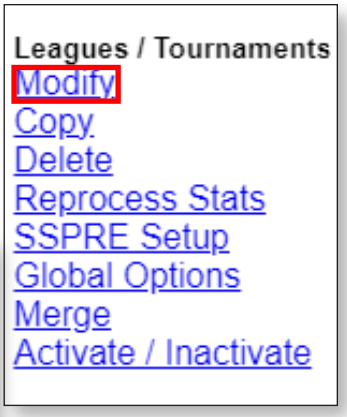
MASTER:Leagues and Tournaments

Global settings and actions that affect all of your Leagues/Brackets.

The **Leagues/Tournaments** column in MASTER has all of the things that you can do in individual leagues/brackets but on a grander scale. You can delete leagues, set up global options for some settings and even merge leagues! But, you probably should make a backup first. (See Page 39).

Modify

The **League:Modify** section, like a lot of league sections in MASTER, is just a quick and easy way to access all of your League options on one page. Just click on the league you want and you will open that leagues **League:Modify** menu. Closing that menu brings you back to MASTER.



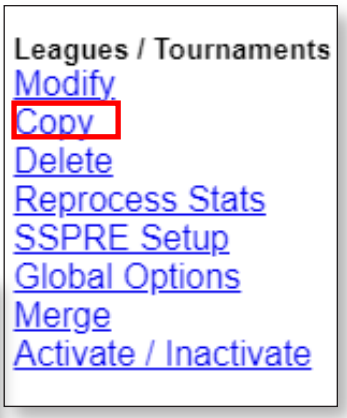
Modify League

Status	Name	Description	Type	Day	Time	Division
ACTIVE	110D12	1N10 INHOUSE DBL SP 2012	Darts	Sunday	7:00 PM	1
ACTIVE	AWER	A Div Womens East Ridge	Darts	Sunday	6:00 PM	1
ACTIVE	LBCRIK	Ladies B Cricket	Darts	Sunday	6:00 PM	1
ACTIVE	MENDBL	Mens Doubles	Darts	Sunday	6:00 PM	1
ACTIVE	MENSIN	Mens Singles	Darts	Tuesday	8:30 AM	1
ACTIVE	RMA20	REMOTE A WINTER	Darts	Thursday	7:30 PM	1
ACTIVE	8SBP19	8 BALL SOUTH WINTER 2019	Pool	Tuesday	7:30 PM	1
ACTIVE	NMB820	NMB 8 BALL POOL 2020	Pool	Thursday	7:30 PM	1
INACTIVE	110SP2	1N10 COUPLES SPRING 2012	Darts	Sunday	6:00 PM	1
INACTIVE	8BCL13	8 Ball CASH 2015	Darts	Thursday	7:30 PM	1
INACTIVE	8BLW15	NMB 8 BALL 2017	Darts	Thursday	7:30 PM	1
INACTIVE	8BSM15	NMB LR 8 BALL SUMMER 2015	Darts	Thursday	7:30 PM	1
INACTIVE	8GOLD	8 Ball Pool League Sp 07	Darts	Thursday	9:00 PM	1
INACTIVE	8NBF11	8 BALL NORTH BEACH FALL11	Darts	Thursday	7:30 PM	1
INACTIVE	8SLVR	8 Ball Pool MDLE Sp 07	Darts	Thursday	7:00 PM	1

Help Cancel

Copy

Like with Modify, the **League:Copy** section in MASTER shows you a list of every league, Active or not, and lets you make a Copy from there. It's a quick way to make a copy of an Inactive league because now you don't have to go into Browse under League/Bracket and hunt for a specific League/Bracket. They are all right here.



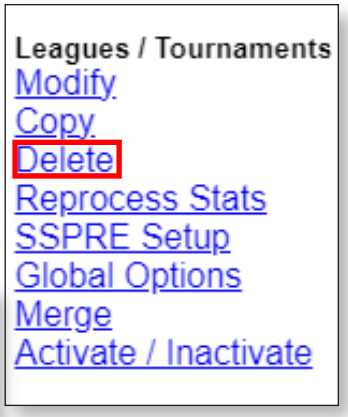
Copy League

Status	Name	Description	Type	Day	Time	Division
ACTIVE	110D12	1N10 INHOUSE DBL SP 2012	Darts	Sunday	7:00 PM	1
ACTIVE	AWER	A Div Womens East River	Darts	Sunday	6:00 PM	1
ACTIVE	LBCRIK	Ladies B Cricket	Darts	Sunday	6:00 PM	1
ACTIVE	MENDBL	Mens Doubles	Darts	Sunday	6:00 PM	1
ACTIVE	MENSIN	Mens Singles	Darts	Tuesday	8:30 AM	1
ACTIVE	RMA20	REMOTE A WINTER	Darts	Thursday	7:30 PM	1
ACTIVE	8SBP19	8 BALL SOUTH WINTER 2019	Pool	Tuesday	7:30 PM	1
ACTIVE	NMB820	NMB 8 BALL POOL 2020	Pool	Thursday	7:30 PM	1
INACTIVE	110SP2	1N10 COUPLES SPRING 2012	Darts	Sunday	6:00 PM	1
INACTIVE	8BCL13	8 Ball CASH 2015	Darts	Thursday	7:30 PM	1
INACTIVE	8BLW15	NMB 8 BALL 2017	Darts	Thursday	7:30 PM	1
INACTIVE	8BSM15	NMB LR 8 BALL SUMMER 2015	Darts	Thursday	7:30 PM	1
INACTIVE	8GOLD	8 Ball Pool League Sp 07	Darts	Thursday	9:00 PM	1
INACTIVE	8NBF11	8 BALL NORTH BEACH FALL11	Darts	Thursday	7:30 PM	1
INACTIVE	8SLVR	8 Ball Pool MDLE Sp 07	Darts	Thursday	7:00 PM	1

Help Cancel

Delete

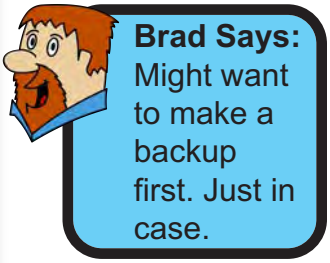
The **League:Delete** section in MASTER is the only place you can actually delete a league. And it deletes everything regarding that league: all stats, teams and players in the league, unassigned locations from the league, etc'. This does not delete the individual items. Your locations, players, and any Historical stats will not be deleted, just their association with the deleted league.



Delete League

Status	Name	Description	Type	Day	Time	Division
ACTIVE	110D12	1N10 INHOUSE DBL SP 2012	Darts	Sunday	7:00 PM	1
ACTIVE	AWER	A Div Womens East River	Darts	Sunday	6:00 PM	1
ACTIVE	LBCRIK	Ladies B Cricket	Darts	Sunday	6:00 PM	1
ACTIVE	MENDBL	Mens Doubles	Darts	Sunday	6:00 PM	1
ACTIVE	MENSIN	Mens Singles	Darts	Tuesday	8:30 AM	1
ACTIVE	RMA20	REMOTE A WINTER	Darts	Thursday	7:30 PM	1
ACTIVE	8SBP19	8 BALL SOUTH WINTER 2019	Pool	Tuesday	7:30 PM	1
ACTIVE	NMB820	NMB 8 BALL POOL 2020	Pool	Thursday	7:30 PM	1
INACTIVE	110SP2	1N10 COUPLES SPRING 2012	Darts	Sunday	6:00 PM	1
INACTIVE	8BCL13	8 Ball CASH 2015	Darts	Thursday	7:30 PM	1
INACTIVE	8BLW15	NMB 8 BALL 2017	Darts	Thursday	7:30 PM	1
INACTIVE	8BSM15	NMB LR 8 BALL SUMMER 2015	Darts	Thursday	7:30 PM	1
INACTIVE	8GOLD	8 Ball Pool League Sp 07	Darts	Thursday	9:00 PM	1
INACTIVE	8NBF11	8 BALL NORTH BEACH FALL11	Darts	Thursday	7:30 PM	1
INACTIVE	8SLVR	8 Ball Pool MDLE Sp 07	Darts	Thursday	7:00 PM	1

Help Cancel



Reprocess Stats

There is a Reprocess Stats function in every League in LeagueLeader The Reprocess Stats option in MASTER functions just like the ones in your specific League, except. It lists ALL leagues. Really this is just used for a quick glance to see if there are weird stats. DO NOT use this to re-processs stats. Use the one in your actual league.

Reprocess Stats

MASTER

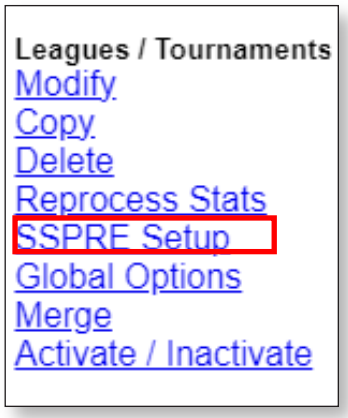
Choose which matches to reprocess:

	League	Date	Home	Away
☐	SINGLE	2023-07-13	Three	Four
☐	ROUND3	2022-12-01	Mikes Office	POS
☐	X01T4	2022-12-01	D D K	Squatch Yourself
☐	X01T3	2022-12-01	D D K	Grow Some Bulls
☐	X01T2	2022-12-01	D D K	Dart Disciples
☐	X01T1	2022-12-01	D D K	Dart Disciples
☐	10CP22	2022-12-01	Bad Decisions	Beer And Cider
☐	22SM4M	2022-08-11	BUSTED	TRIPIN OUT
☐	22CD01	2022-08-11	BOBZIEN EISNER	BRUGGER BLOCK
☐	MENDB5	2022-08-11	His Team	The Team
☐	MENDB5	2022-08-11	Our Team	FFT:Forfeit
☐	MENDB5	2022-08-11	Your Team	Her Team

Only a limited number of matches are shown when browsing from MASTER. Choose a specific league to view all matches.

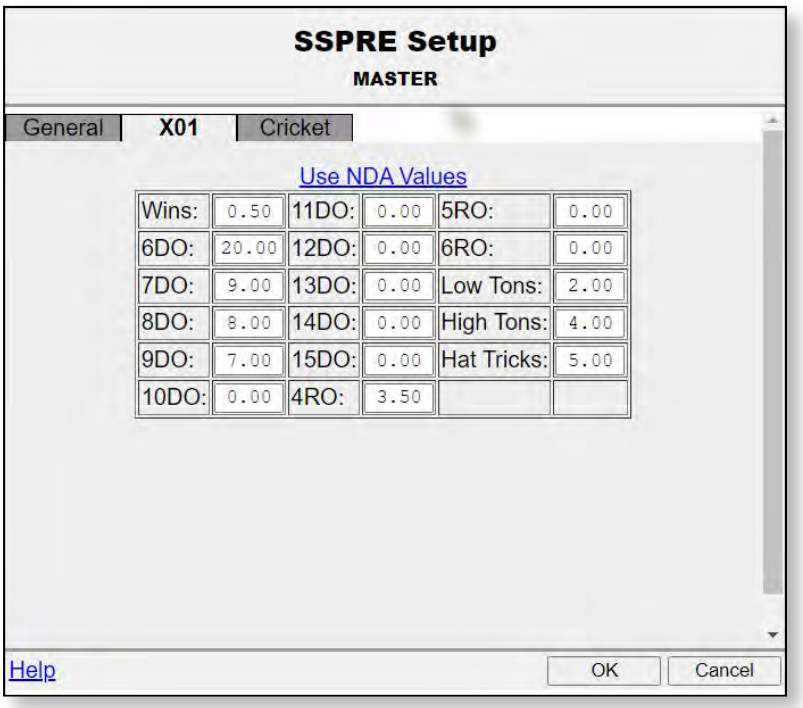
Help Next >> Cancel

SSPRE Setup



SSPRE is...complicated. Literally. SPRE (Spot Point Rank Evaluation) was an old handicapping system the NDA used back in the day. Basically it was a calculation based off of weighted feats. Super SPRE (SSPRE) was our version where you could adjust the weights. Neither is really used anymore.

SSPRE Setup in MASTER is a way to adjust the weights for your SPRE based handicap throughout the entire league system. The Tutorials in LeagueLeader has more on the subject, including the very lengthy calculation for both if you are interested. Since this isn't a math book, I won't repeat that here.

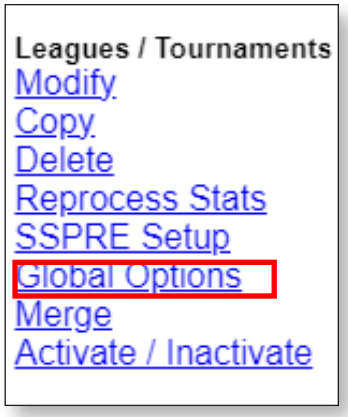


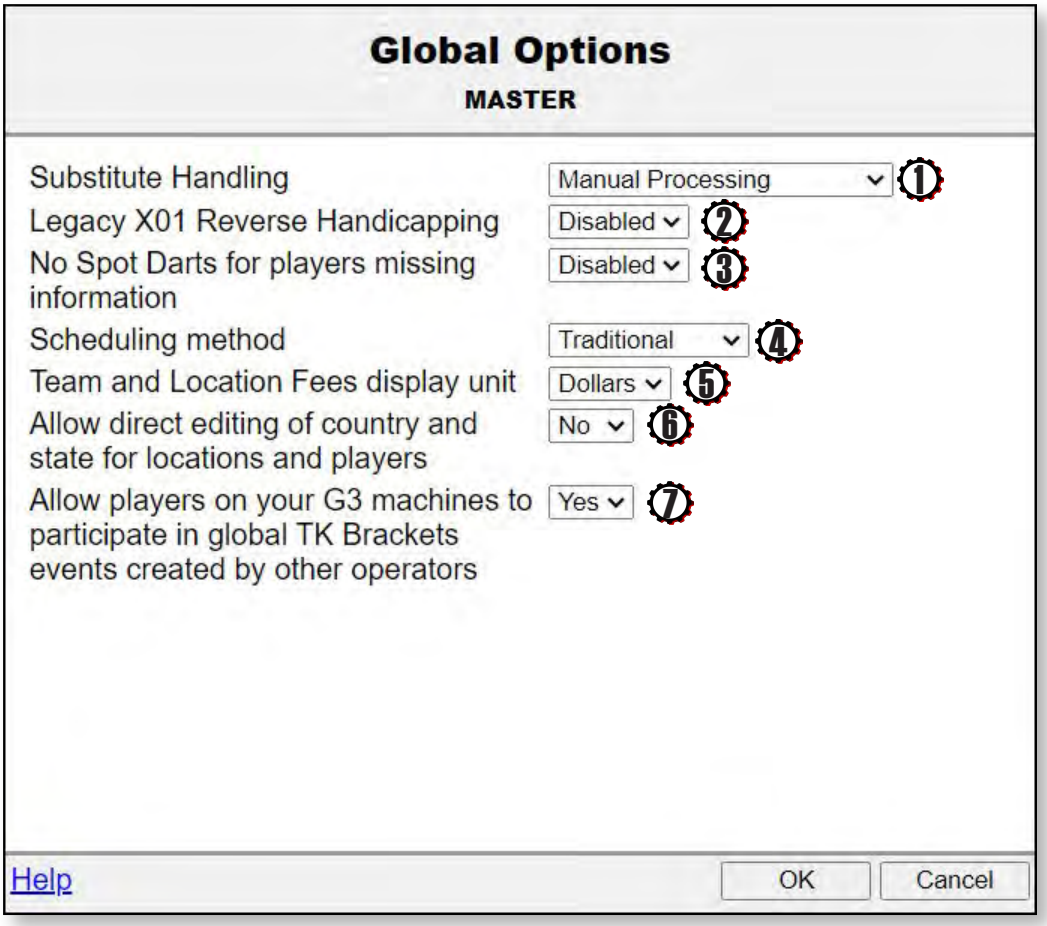
Brad Says: SPRE and SSPRE are pretty much dead handicapping systems. The only reason they are still in the program are for the 1 or 2 coordinators out there that still use them as handicapping and for the players that like the weighted feats. Points Per Dart (PPD) and Marks Per Round (MPR) are the current ways people determine an average and are WAY easier to figure out.

For those few that still use it, they already know what everything means, how to calculate the average and how to set it up. As Mark said already, the help files in LeagueLeader explains everything about SPRE and SSPRE. Check it out if you are interested.

Global Options

The settings in Global Options affect all of LeagueLeader. They involve things like how to handle substitutes to whether you want your boards to have access to TKBracket events made by someone else. Read below to learn about each of the settings.





1. The **Substitute Handling** setting deals with the way subs are added to LeagueLeader.
   - The option Add to MASTER and Team well automatically add the substitute to the MASTER list as well as the team he subbed for.
   - The option Add to Master will automatically add the substitute to the MASTER list only.
   - The option Manual Processing will allow you to edit where to place the substitute.

2. In general, Reverse Handicapping is a Galaxy 3 option. However, you can configure Galaxy 2's to use Reverse Handicapping too as long as ALL of your leagues switch to Reverse Handicapping. That's where the **Legacy X01 Reverse Handicapping** setting comes in.

   Just Enable the setting and then ALL of your leagues will switch to Reverse Handicapping.

3. By enabling the setting **No Spot Darts for Players Missing Information** will, quite literally, not give any spot darts to anyone without stats, last name, address, ect.,

4. This may seem weird, but the setting for **Scheduling Method** changes the style of scheduling from an individual league option to a global one.

   With **Traditional** scheduling, all leagues can create their own unique schedule practically anytime the coordinator wants to. This also means that you can set up leagues and generate a schedule any time.

   With the Schedule Method changed to **Cross-League** scheduling, you are scheduling once for ALL of your leagues. This does mean that you need all leagues created but it does a better job of handling conflicts and Home/Away counts. But you are kind of stuck. You'd have to come back here to turn the setting off again or you can't create any more schedules.

5. The **Team and Location Fees Display Unit** setting allows you to change whether LeagueLeader displays the Team and Location fees as credits or dollars.

   Note: This option is only United States LeagueLeader Accounts only.

6. By default, in the United States anyway, you are restricted to the United States as a country and can only choose States from the United States.

   By enabling the setting **Allow Direct Editing of Country and State for Locations and Players** you can go into individual players and locations and change their countries to non United States countries and manually edit the State (instead of choosing a US State from a list).

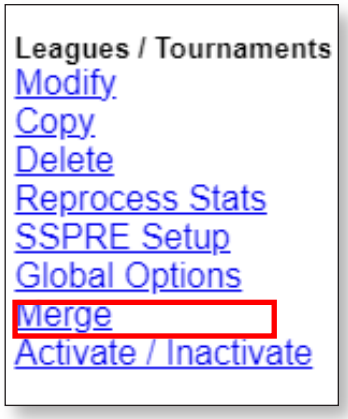
7. The setting **Allow Players on your G3 Machines to Participate in Global TK Brackets Events Created by Other Operators** is on by default. That's kind of the point of TKBrackets. However, if for some reason you don't want anyone to play remote tournaments from other operators or associations (like the NDA) on your machines, then simply turn this setting off.

   Note: By doing this you are reducing the abilities of your machines and losing an opportunity for "free" coin drop.

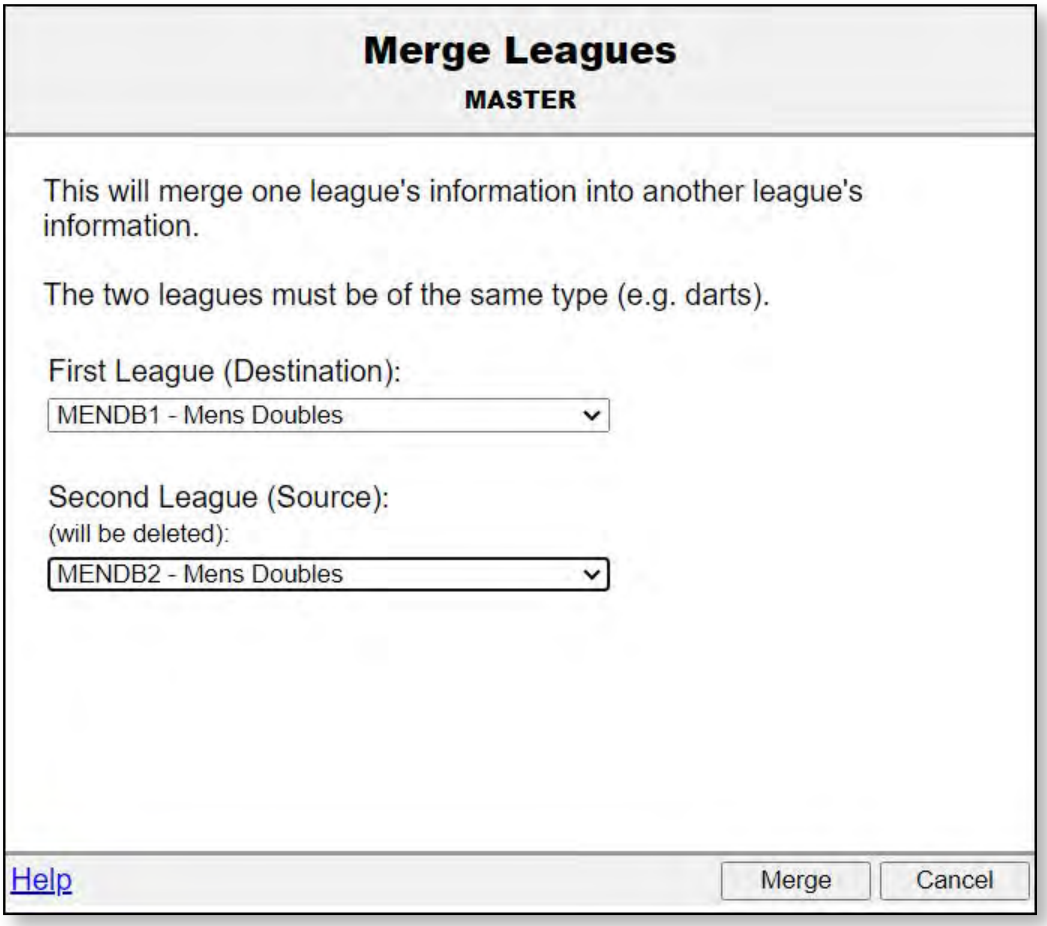
Brad Says: I know that felt like a lot, but keep in mind, you are changing the default functionality of a fairly large program. And, quite frankly, some of these settings don't make sense unless they are spelled out. You're not going to break anything making changes here but keep in mind what they will do to the function of LeagueLeader as a whole.

For instance, you have one league that still uses Galaxy 2's in the league and they want reverse handicapping. But none of your other leagues want it, do you make the change just for one league? It's those kinds if things you have to keep in mind.

Merge



As the name implies, this option allows you to combine two different leagues into one. This is useful if you have a league with split divisions as two separate leagues and you want them in the same league.



1. Click on the dropdown box and select the First League (Destination). This is what you'll be merging into. This league will be kept.
2. Click on the dropdown box and select the Second League (Source). This is where the data comes from. Or at least one of them if your are merging more than two leagues. This league will be deleted.
3. Click the Merge button to combine the two selected leagues.
4. Repeat for more Leagues.

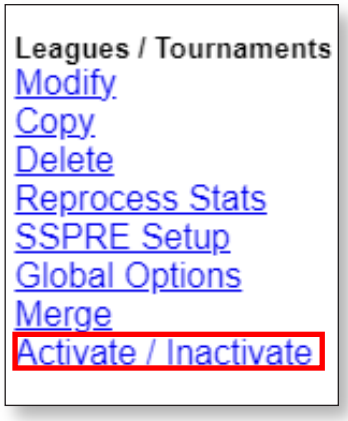
Warning: Once merged, this process cannot be undone. It would be wise to make a Backup before proceeding.

Some advice, BACK UP before merging. Especially if you are unsure of what you are doing or of the choices you made.

Also, you aren't stuck with "sibling" leagues. If you want, you can create an empty league and then merge other leagues into it. Say for a round robin tournament at a banquet. Go for it.

Just remember, the second league gets deleted and there is no easy way to split a league into separate leagues.

Activate/Inactivate



The last option on our list for this part of MASTER is Activate/Inactivate. Quite simply, this is an easy way to activate or inactivate a bunch of leagues all at once. Just uncheck the box for the active league you want to inactivate and click on the check box for the ones you want to activate.

This is a great time saver. Now instead of going into each individual leagues Modify section to Activate or Inactivate a league, you can do it all right here.

Activate / Inactivate Leagues

MASTER

Click to activate or inactivate leagues.

Active	Name	Description	Type	Day	Time	Divisions	Teams
☑	110D12	1N10 INHOUSE DBL SP 2012	Darts	Sunday	7:00 PM	1	8
☑	AWER	A Div Womens East River	Darts	Sunday	6:00 PM	1	26
☑	LBCRIK	Ladies B Cricket	Darts	Sunday	6:00 PM	1	7
☑	MENDBL	Mens Doubles	Darts	Sunday	6:00 PM	1	7
☑	MENSIN	Mens Singles	Darts	Tuesday	8:30 AM	1	7
☑	RMA20	REMOTE A WINTER	Darts	Thursday	7:30 PM	1	9
☑	8SBP19	8 BALL SOUTH WINTER 2019	Pool	Tuesday	7:30 PM	1	8
☑	NMB820	NMB 8 BALL POOL 2020	Pool	Thursday	7:30 PM	1	7
☐	110SP2	1N10 COUPLES SPRING 2012	Darts	Sunday	6:00 PM	1	8
☐	8BCL13	8 Ball CASH 2015	Darts	Thursday	7:30 PM	1	4
☐	8BLW15	NMB 8 BALL 2017	Darts	Thursday	7:30 PM	1	8
☐	8BSM15	NMB LR 8 BALL SUMMER 2015	Darts	Thursday	7:30 PM	1	6

Help Cancel Update

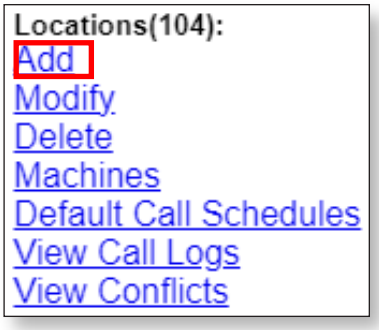
Thats it for the League section of MASTER. The next chapter is all about Locations in MASTER.

MASTER:Locations

A storehouse for your Locations, Machines and Call Logs.

The **Locations** column in MASTER, like most things in MASTER, has some things that you can do in individual leagues but affects all the locations and leagues. This chapter will go over all the things you can do concerning locations in MASTER.

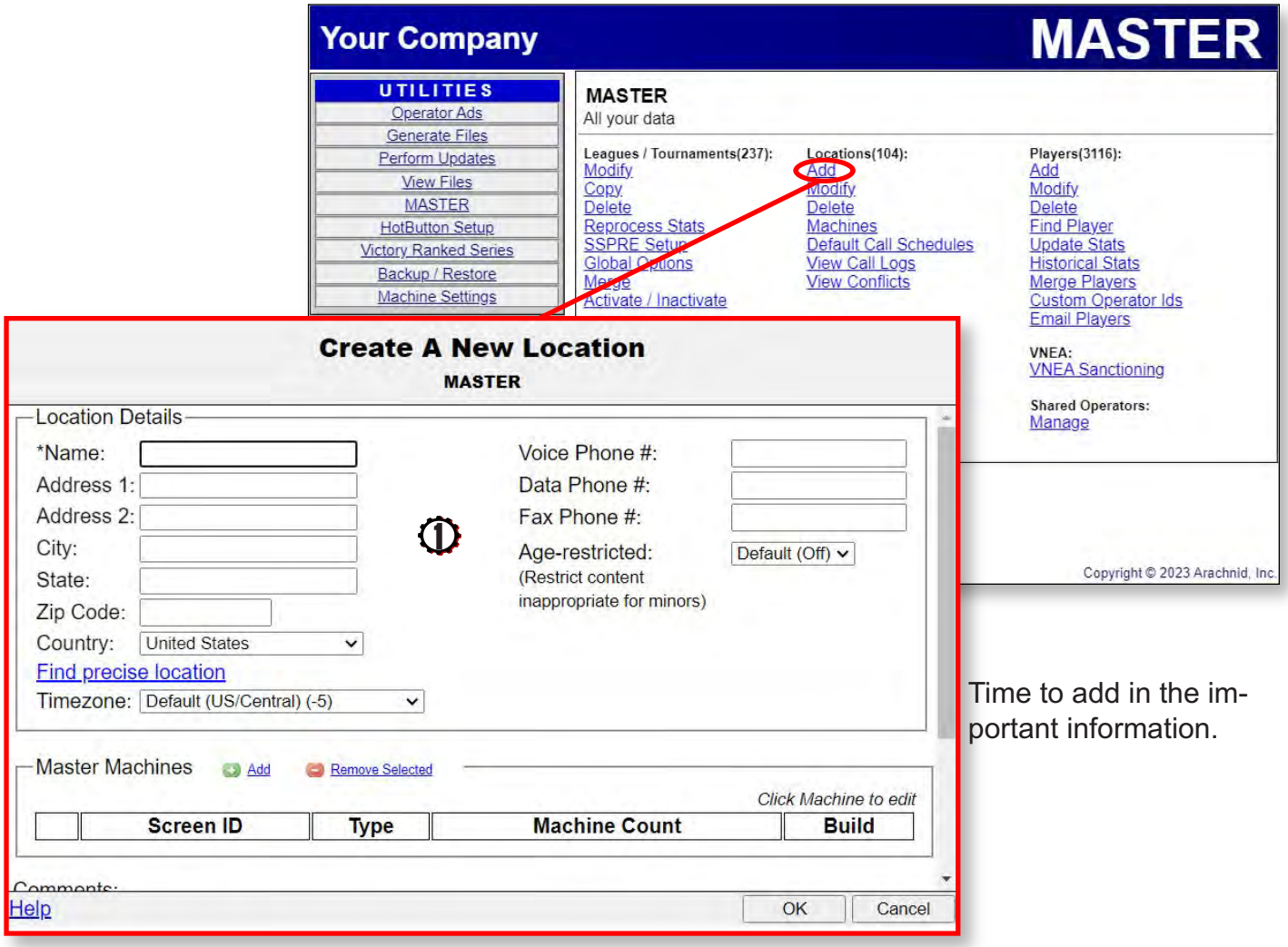
Add



As in, "**Add** a new location to the system". This isn't adding an existing location to a league, but it's adding a whole new location to the League-Leader website. There is a lot that goes into this. Not just the location information but machine IDs, call schedules and even Machine Setting Profiles. I'll explain all of it.

Creating a New Location

As you may have guessed, the first thing you need to do to **Add** a new location to the system, is click the **Add** link.



Time to add in the important information.

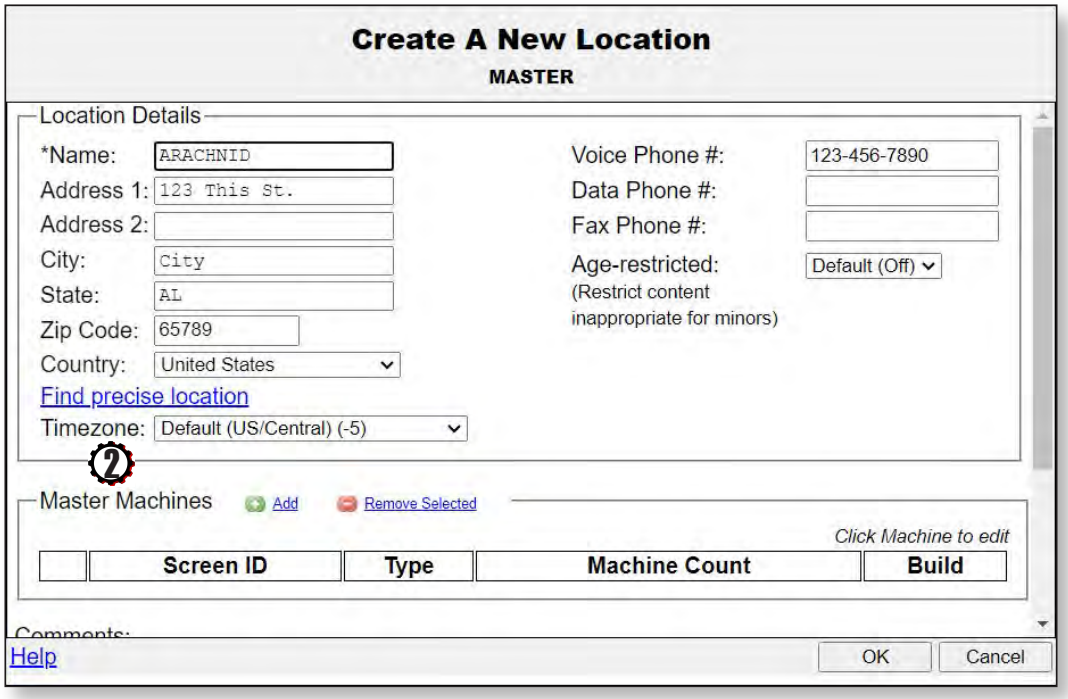
First things first. The location needs a name, address, phone number...you get the idea.

Brad Says: Here's a secret. The only important Location Detail is the name. The rest of the stuff is for your benefit and information. The only thing that shows up on the board during remote play is the name.

That's not to say ignore this area. League players will want to be able to contact the location and get directions to their locations. But, you can just skip this if you are in a hurry.

Probably the most important part of the location is the Machine. Without a properly added in machine, no files will go to the location. At least for dartboards and shuffleboards. Pool tables aren't electronic so they don't really count. However, you can run pool leagues so go ahead and add as many pool tables the location has.

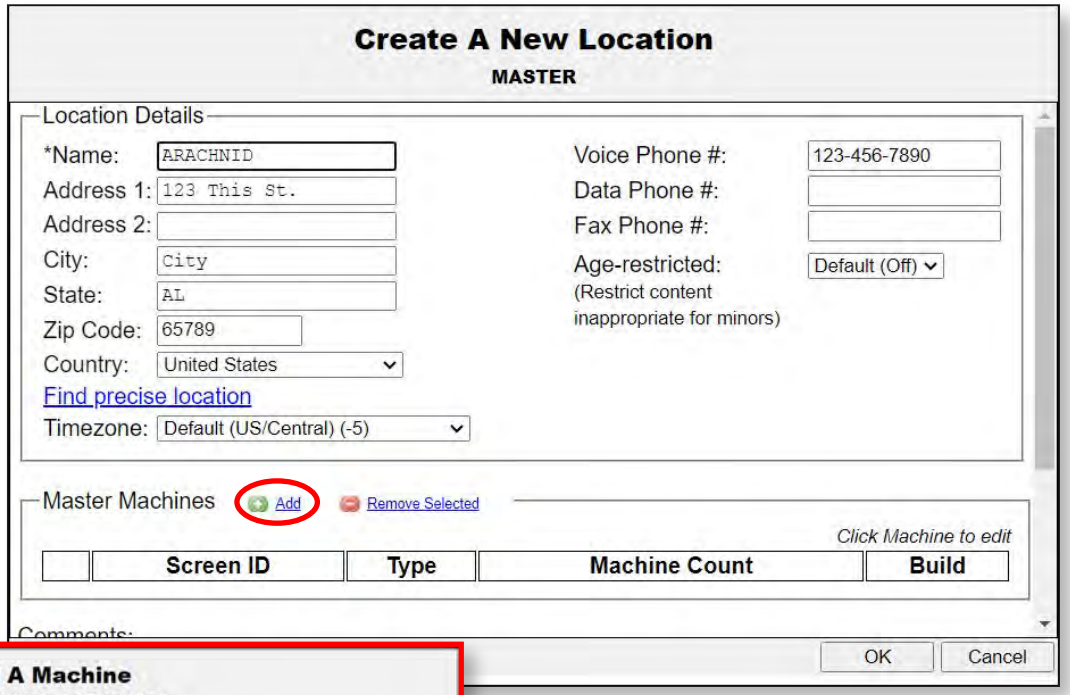
For the most part, any machine from Arachnid can be added in the same way. For the sake of clarity, we'll have a section for dartboards, shuffleboards and pool tables. For now, we'll start by adding in dartboards.

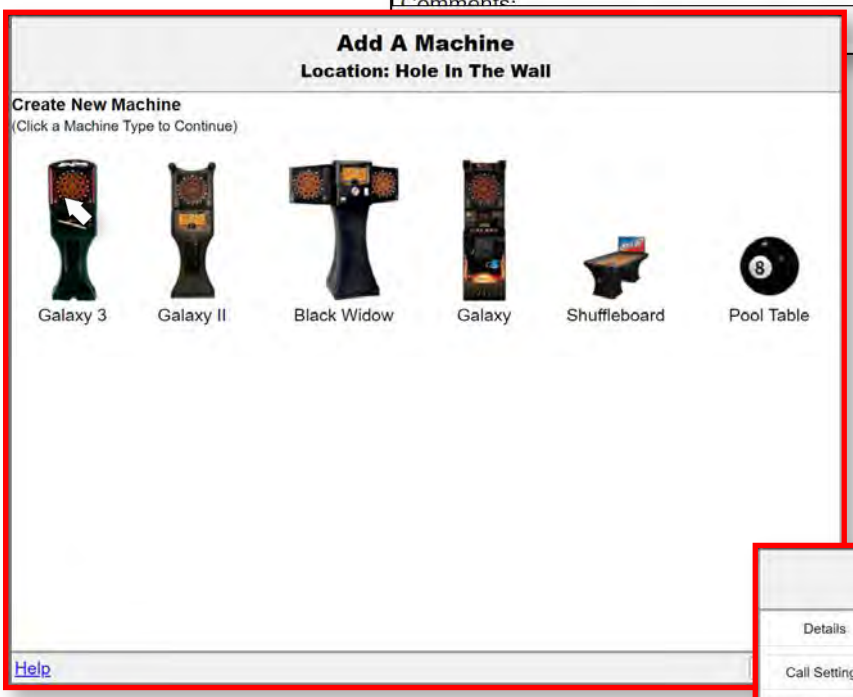


Brad Says: Adding a machine into LeagueLeader isn't only about internet communication and updates. It's also about scheduling for leagues. When you create a schedule, the program not only looks at the location but how many machines are available for that type of league. So, make sure you put the correct number of machines for that specific league type. Otherwise you'll have a bunch of conflicts and won't know what to do.

Adding a Dartboard

First things first, click on the **Add** link to enter in a new machine.





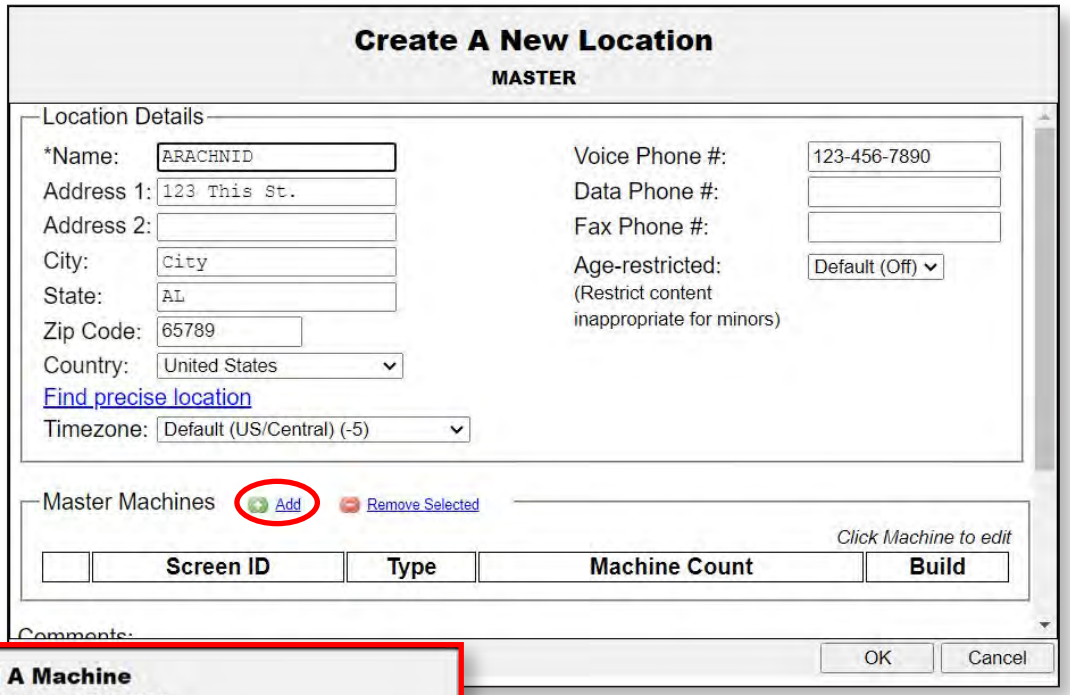
Pick the dartboard that you are adding to the location. For this example we are adding a Galaxy 3.

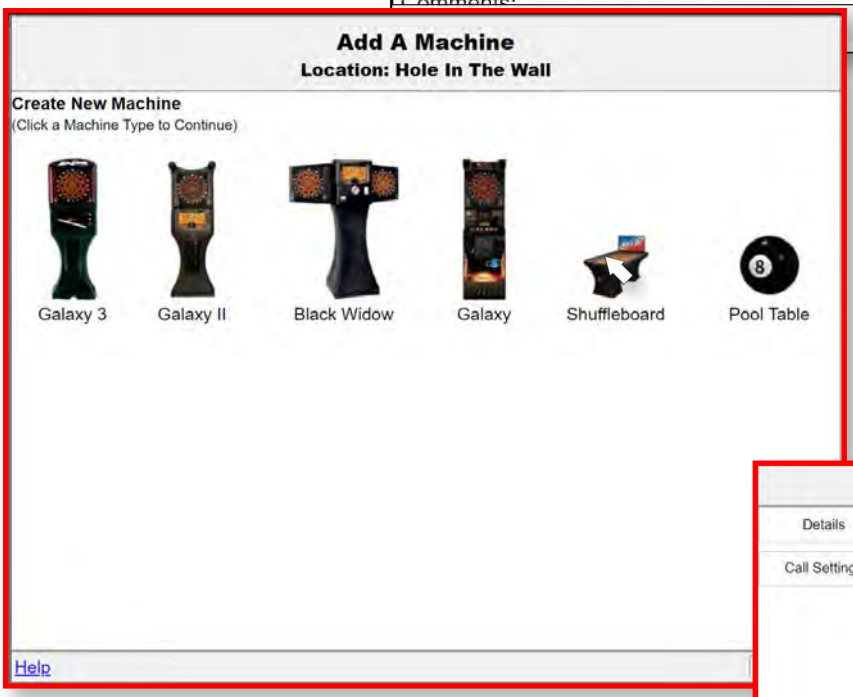
1. Type in the Galaxy 3's Screen ID.
   - Found in the lower left hand corner of the service menu.
2. Type in the number of "Slaves". A "slave" in this context is a Galaxy 2 connected to the Galaxy 3. If you don't have one, leave it at zero.
3. Click the box **Enable Remote Play**.
4. Click **Save**.

Brad Says: We'll go over more in a specific section dedicated to the Machine Details. For now, we're just going over adding machines.

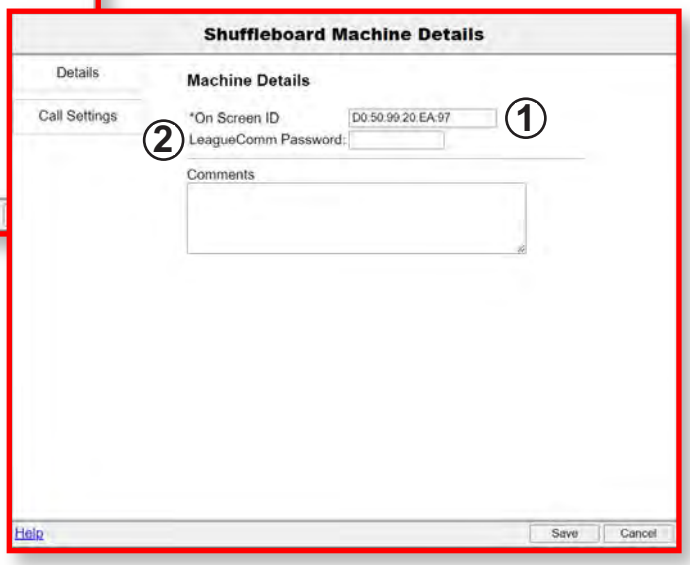
Adding a Shuffleboard

First things first, click on the **Add** link to enter in a new machine.





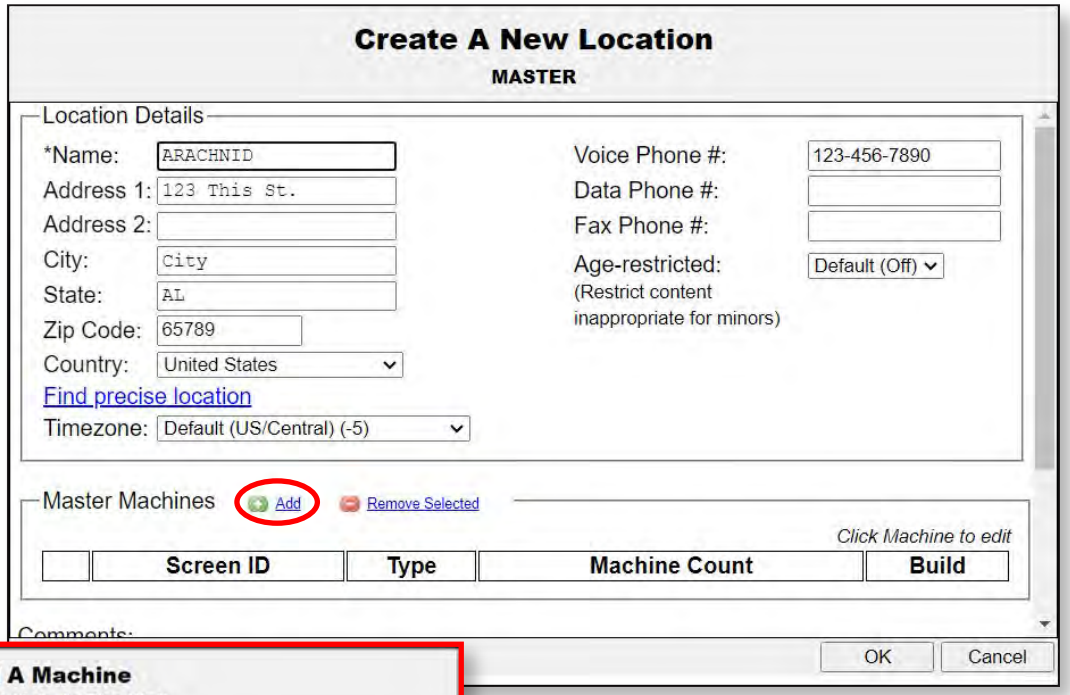
Click on Shuffleboard. This counts for all of our commercial Electronic Shuffleboards.

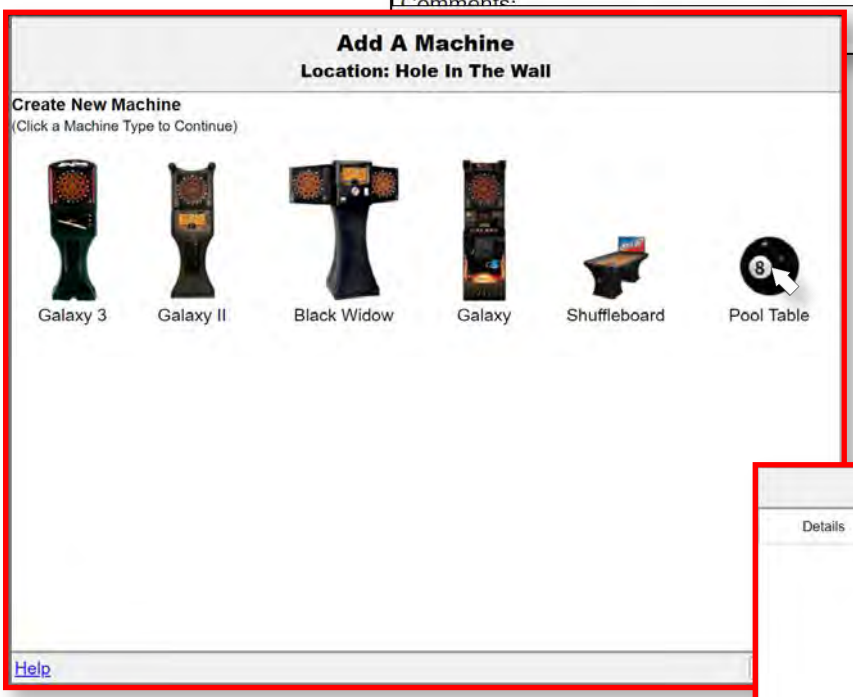


1. Type in the Shuffleboard's Screen ID.
   - Found in the lower left hand corner of the service menu.
2. If you use dialup, then type in the LeagueComm password. Otherwise ignore it.
3. Click **Save**.

Adding a Pool Table

First things first, click on the **Add** link to enter in a new machine.





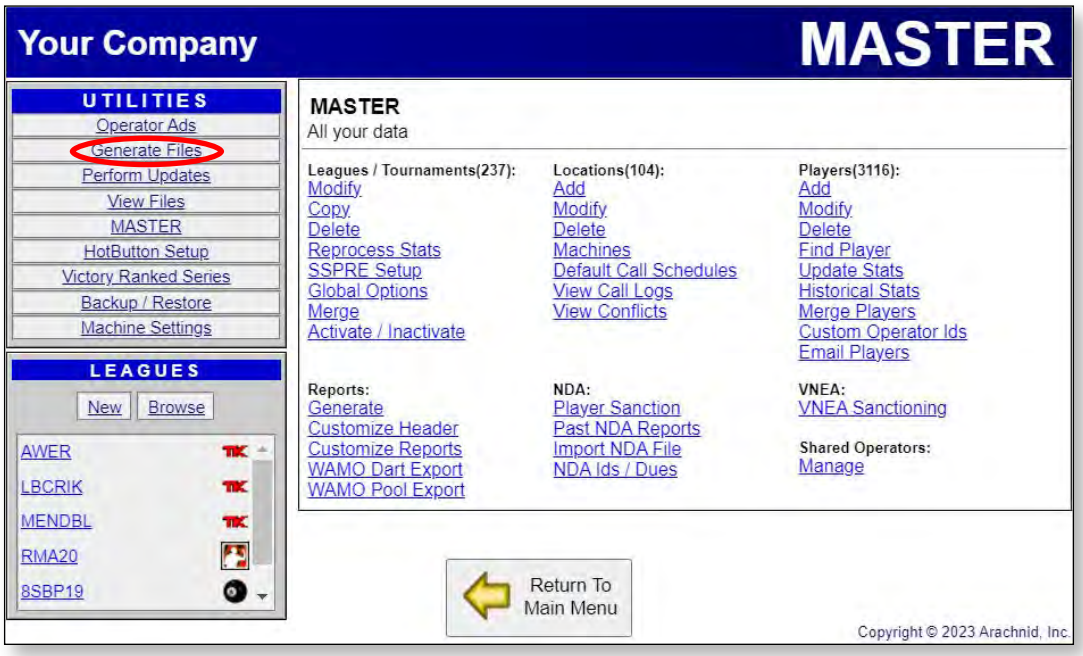
Click on the 8 Ball (Pool Table). Currently, Arachnid doesn't have electronic pool tables so this is for scheduling purposes.

As you can see, there isn't much here. All you do is add in the number of Pool Tables at the location.

As of the writing of this document, no files can get transmitted to a Pool Table so no screen IDs or Passwords required.

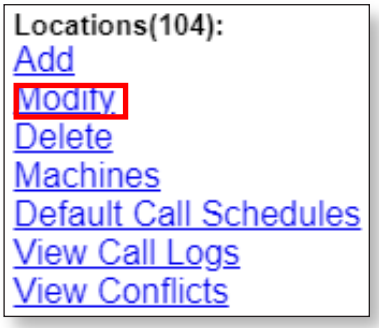
After adding the machines and saving them, you will be returned to the Location Details section. Just click the OK button if you are done.

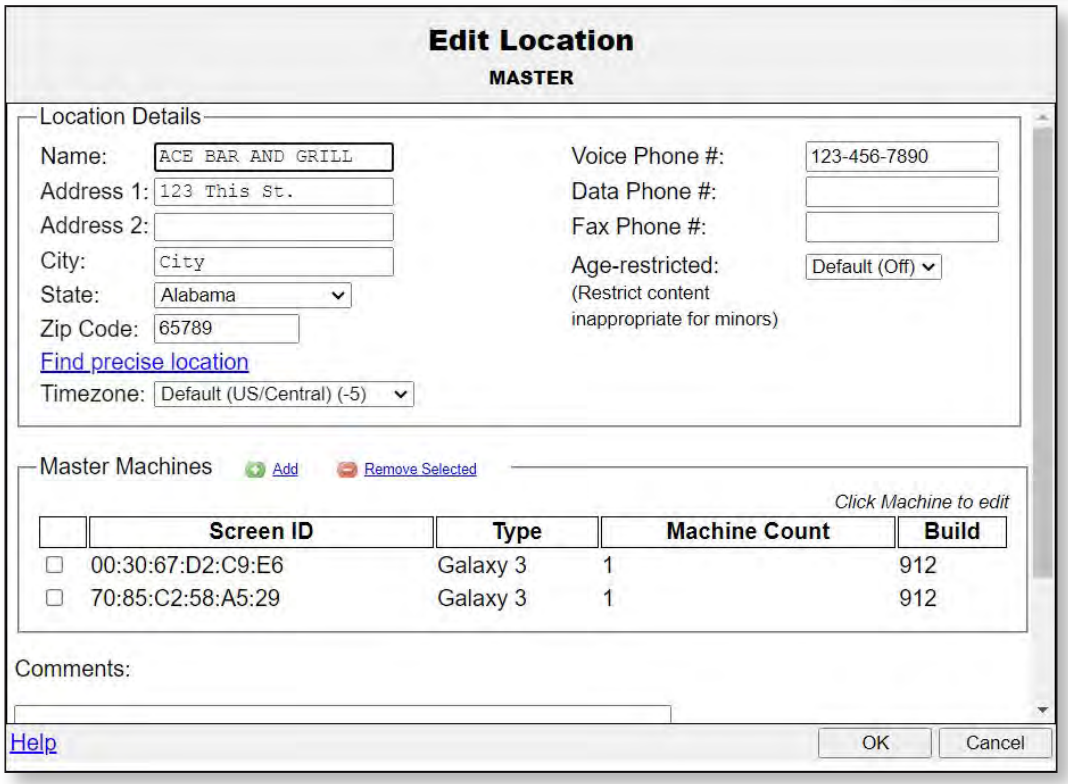
Once you have created all of your new locations to your satisfaction, you need to **Generate Files**. As I stated on page 21, Generate Files is THE most important button in League-Leader. If you are curious why, look at page 21.



Modify

The Modify section of the Locations Column is a lot like the Add section except, this is where you go to manipulate data for preexisting locations. You know, ones you've already created. Change the address, remove machines, add new ones, turn on Age Restrictions. You can do all of that here. But remember to Generate Files if you make changes.





Location Menu Tips and Tricks

Now that I've given you the basics on where you can **Add** in locations or **Modify** them, here are some more in depth explanations of the various functions. Specifically the options in Machine Details.

Machine Details

No matter what type of machine you are dealing with, they all have similar settings. Here are the various machine Detail menus for each supported machine type.

Galaxy 3

The Galaxy 3 is our most current dart machine and has the ability to play against other machines across the world. Here are its Options.

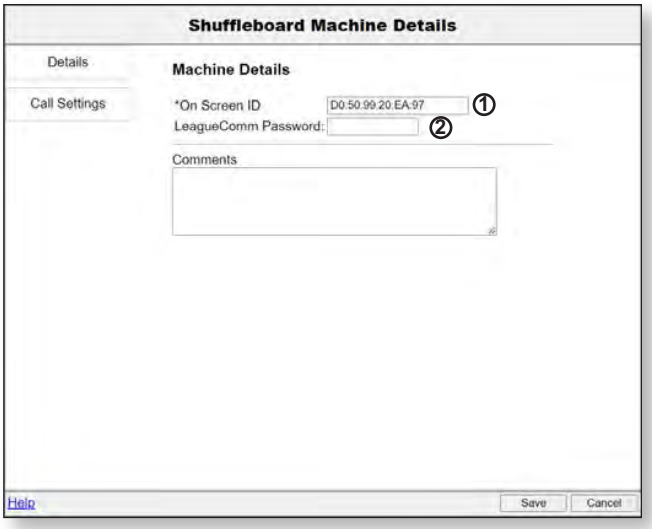
1. The **On Screen ID** is how the machines know what to download. Basically, when they contact LeagueLeader, they look for their name and download everything attached to it. .
   - Found in the lower left hand corner of the service menu on a Galaxy 3
2. The **Software Version** is self explanatory. As we make changes to the software, whether its bug fixes or new games, this number will increase. By the way, the number listed here is nor the current version.
3. A "**Slave**" is a computer term referring to any computing devices connected to another computing device. In this context, it is a Galaxy 2 connected to the Galaxy 3. If you don't have one, leave it at zero.
4. **Remote Play** is the much sought after feature of the Galaxy 3's. It allows a player to play against someone in another bar...no matter if it's next door or in a different country. Click the checkbox to enable it.
5. You can allow a different operator to borrow your machine to use in their league. To do this, you would click the checkbox for **Enable Sharing of this Machine** and give them the code it generates. The League Manual has more on this.

Galaxy 2

The Galaxy 2 is our previous model. It used Dial-Up for communication and was severely limited in what it can do compared to the Galaxy 3.

1. The **On Screen ID** for a Galaxy 2 was MUCH simpler. Generally 3-4 digits.
   - It can be found in the main Setup Mode.
2. The number listed here is the last **Software Version** for the Galaxy 2.
3. "**Slaves**" here is also a Galaxy 2. A Galaxy 2 cannot be the "Master" of a Galaxy 3 network.
4. The **LeagueComm Password** refers to the password needed to log into your computer when it dialed in to your office. More information on LeagueComm can be found starting on page 10.

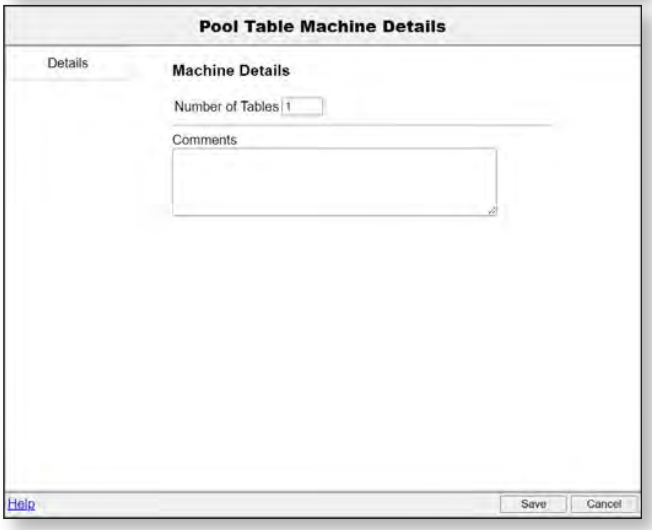
Shuffleboard



This refers to all Arachnid Electronic Shuffleboards. They can be updated online and have the capacity for league play. You also couldn't assign a profile to the machines either. See Profiles later.

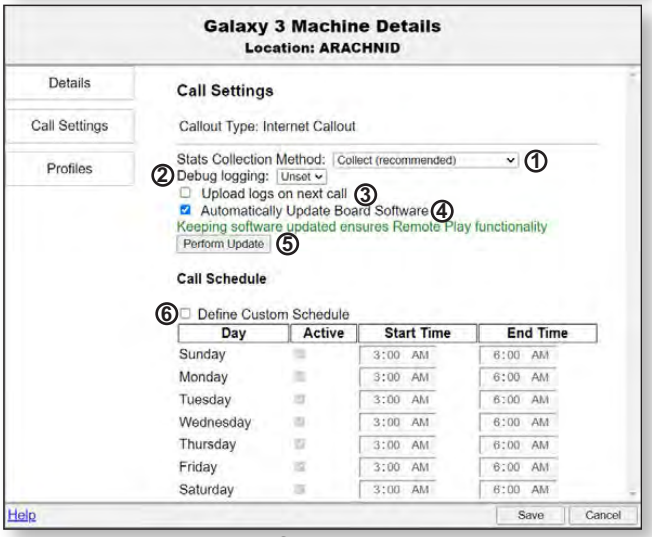
1. The **On Screen ID** for a Galaxy 2 was MUCH simpler. Generally 3-4 digits.
   - It can be found in the main Setup Mode.
2. The **LeagueComm Password** refers to the password needed to log into your computer when it dialed in to your office. Older Shuffleboards used Dial-Up to communicate.

Pool Table



Currently, there are no electronic Pool Tables in the Arachnid bar game store. So this refers to plain old pool tables. Just put in how many the location has so you can schedule the Pool League appropriately.

Call Settings



Every electronic product Arachnid produces has the same Call Settings in Machine Details. The image to the right shows the default settings.

Here are the options in this menu and what they do:

1. There are essentially three Stats Collection Methods.
2. The recommended setting is Collect. This just gets new stats when the machine calls in.
3. There is also Recollect. This gets old and new stats. The two types refer to how far back the stats are. Use this if you are ever missing stats you cant find in the league or Recollect Stats.
4. Generally, you wouldn't use the Upload Logs on Next Call unless an Arachnid Tech told you too. These logs are just for us.
5. Always make sure to check Automatically Update Board Software. Doing this makes sure that this board will be updated to the latest version when it comes out.
6. By clicking the Perform Update button, you will contact the specific board you are in. This may not always be available.
7. Click Define Custom Schedule to change when the machines call in.

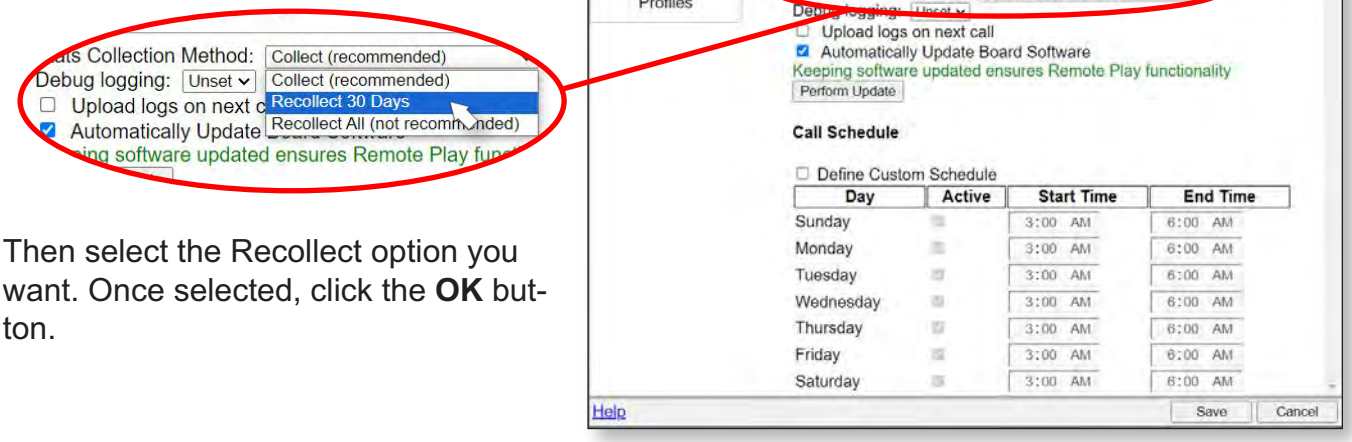
Performing a Recollect

Speaking of Collection Methods, here is how to perform a Recollect. But first, there are some things to keep in mind:

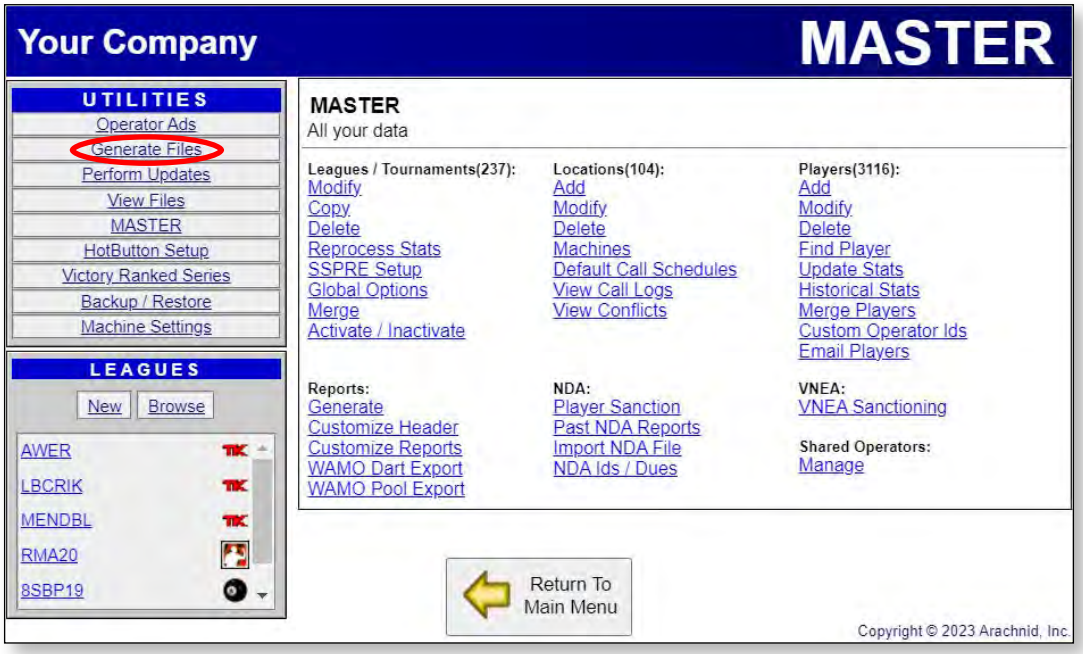
Before you perform a Recollect, check Reprocessed Stats in your league first. Chances are they will be there and a Recollect isn't necessary. If you still feel you need to, you generally only want to perform a **Recollect (30 Days)**. This will collect any missing stats that are still on the boards up to 30 days ago.

A Recollect (All) will get EVERYTHING. If your machine has been around for a while and no one has cleared the league stats (no one usually does) then this could take a while and might cause issues. If you have to do this, call Techsupport first.

The first step is to go into Call Settings for the machine we are going to recollect from.



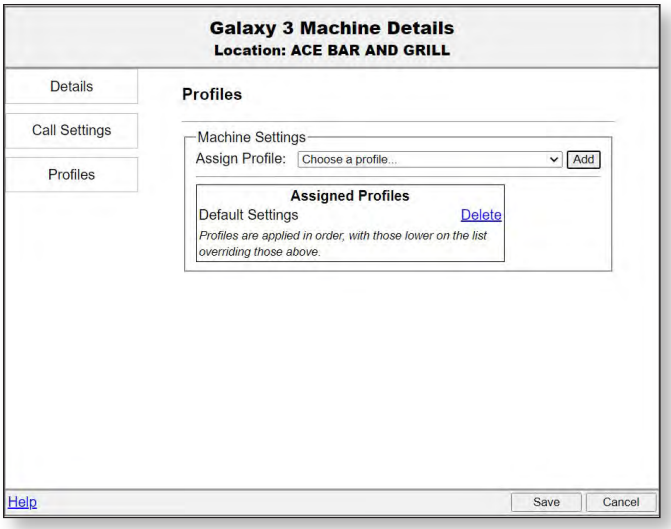
Then select the Recollect option you want. Once selected, click the **OK** button.



The Final step us, as usual, Generate Files. This sets the Recollect setting for that machine. The next time the machine calls in (either automatically or if you Perform Updates), League-Leader will collect the correct amount of old stats.

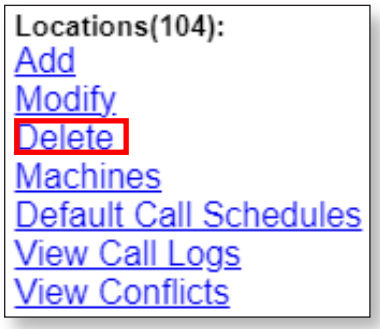
Profiles

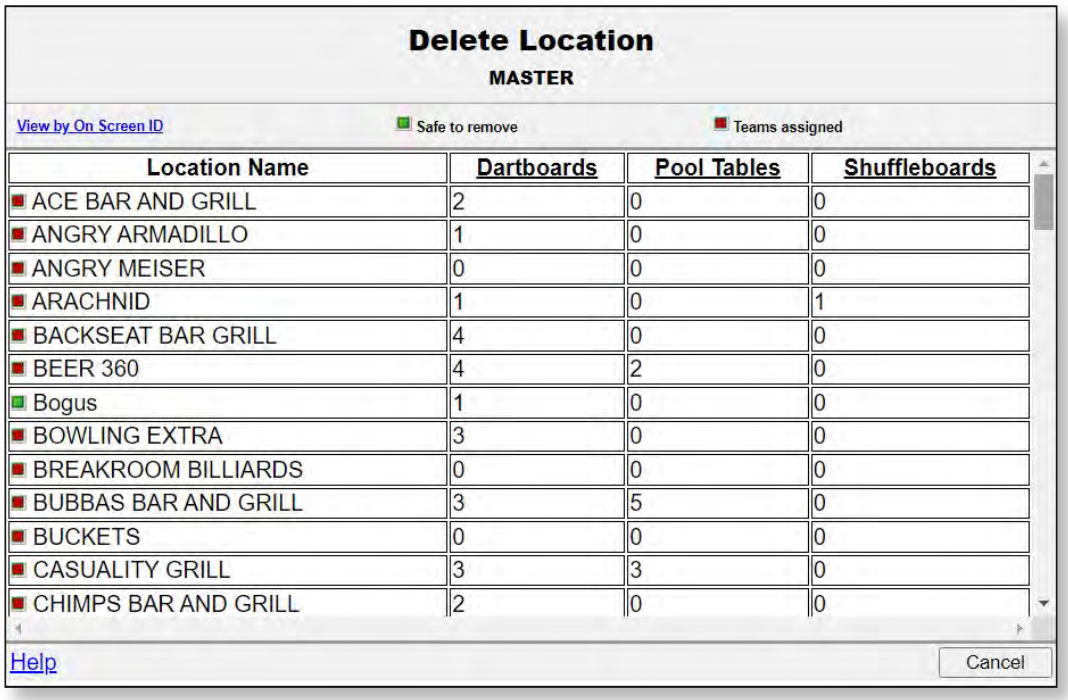
We discuss the whole process of Assigning Profiles back on page 44. We aren't going to reprint it here, so if you didn't read it the first time, or need a refresher, flip back to page 44 and take a look.



Delete

In general, you won't use this function very often. MASTER is the only place you can delete a location from the system. Like all things regarding permanently removing data from the system, make a back up first. Unfortunately, because locations are tied up in all aspects of leagues and LeagueLeader, deleting them is tricky.





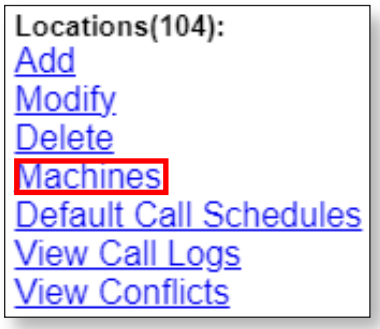
Looking at the above picture you'll see some colored markings by the location name.

A 🟩 means you can safely delete that location. It's not associated with any players or teams. Just click the location and select YES to delete.

A 🟥 means this location is intertwined with players, teams, stats and leagues. It cannot be deleted unless you go through all the leagues it was in, past and present, and unassign the teams. Alternatively you can delete the league. If it's old enough and no longer valid, that might be the easier way.

Machines

The Machines section is relatively new. Basically, any machine you have ever entered into the system is listed here. Unless you have completely deleted it which we'll discuss in a second. The Machines section will list the machine, the Screen ID (if any), what location it's at (if it is) and whether it's borrowed or not.



Modify Machine

MASTER

Create a new Machine

Screen ID	Type	Sharing	Location	
N/A	Pool Table	N/A	BEER 360	Edit Unassign Delete
N/A	Pool Table	N/A	BUBBAS BAR AND GRILL	Edit Unassign Delete
N/A	Pool Table	N/A	CASUALITY GRILL	Edit Unassign Delete
N/A	Pool Table	N/A	HARLEYS ROADHOUSE	Edit Unassign Delete
22E2	Galaxy II	No	BEER 360	Edit Unassign Delete
2604	Galaxy II	No	Unassigned	Edit Delete
2B52	Galaxy II	No	THEE OFFICE	Edit Unassign Delete
00:30:67:D1:B5:4E	Galaxy 3	No	INLET SPORTS BAR	Edit Unassign Delete
00:30:67:D2:C9:E6	Galaxy 3	No	ACE BAR AND GRILL	Edit Unassign Delete
00:30:67:D2:CC:F6	Galaxy 3	No	INLET SPORTS BAR	Edit Unassign Delete
00:30:67:D5:E9:95	Galaxy 3	No	THE SPORTSMAN BAR	Edit Unassign Delete
00:30:67:F6:58:48	Galaxy 3	No	FINISH LINE GIRL	Edit Unassign Delete
00:30:67:F6:5A:4A	Galaxy 3	Yes (D1EA0)	BOWLING EXTRA	Edit Unassign Delete
00:30:67:F6:5D:FB	Galaxy 3	No	Unassigned	Edit Delete
00:30:67:F6:64:4E	Galaxy 3	No	Unassigned	Edit Delete

Help Cancel

As you can see, pool tables don't have an ID and also can't be shared. Galaxy 2 have pretty short ID's and can be shared (although that's not easy to do logistically) and Galaxy 3's have a huge ID and can easily be shared. Shared machines will also have their share code listed. From here you can:

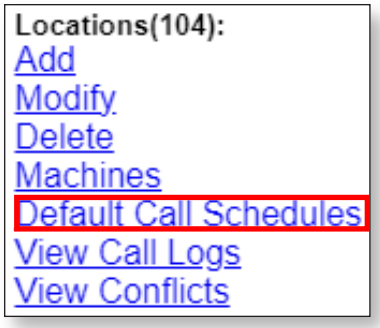
1. **Edit** the machine's information. This is just editing the Machine Details and not the location information.
2. **Unassign** it from a location. Doing this will just remove the machine from the location. All the settings and share codes stay with the machine.
3. **Delete** it from the system completely. This is for completely removing the machine. For Instance, if you sold a machine, you'd want to do this.

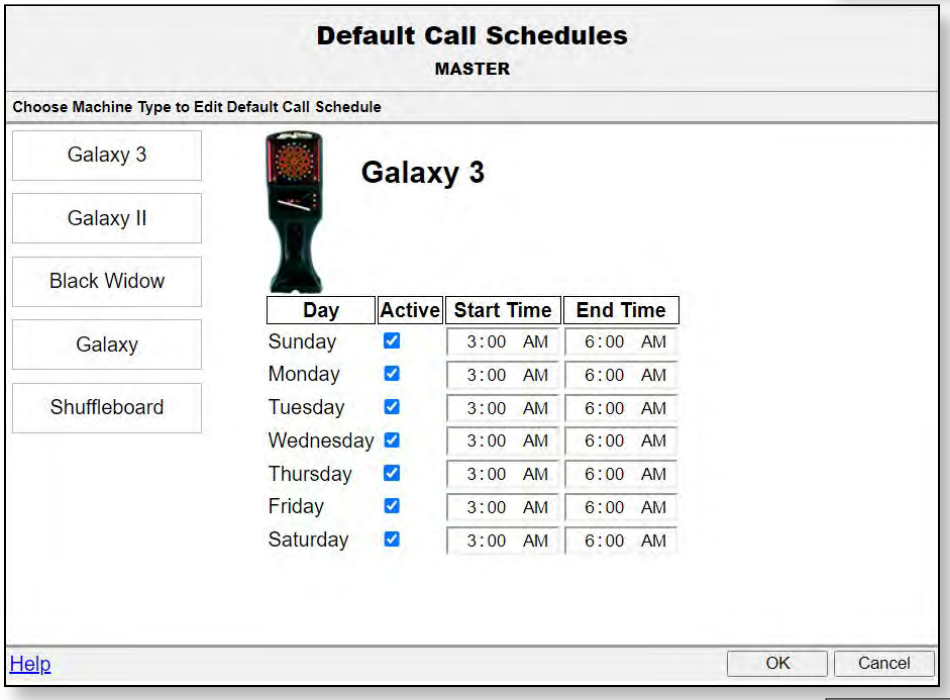
As you may notice, there is no way to assign a machine to a location from this menu. You still need to go through the Location Modify (or when you are creating a new location) to assign it to a location.

Brad Says: The cool thing about this menu is that the settings you give your machine stay with that machine. For instance, if you have to move the machine to another location and its set up for remote play, as soon as it calls in and is entered into the new location in LeagueLeader, it will be online. On top of that, any profile you assign to the machine stays with the machine. Cool huh?

Default Call Schedules

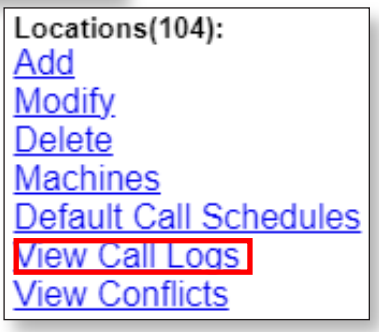
This is where you would set up a call schedule that ALL of your locations would follow. Maybe you know that the locations in your community are open until 4 AM. You can set up this “global call schedule” to have the machines call in after 4AM instead of 3AM.

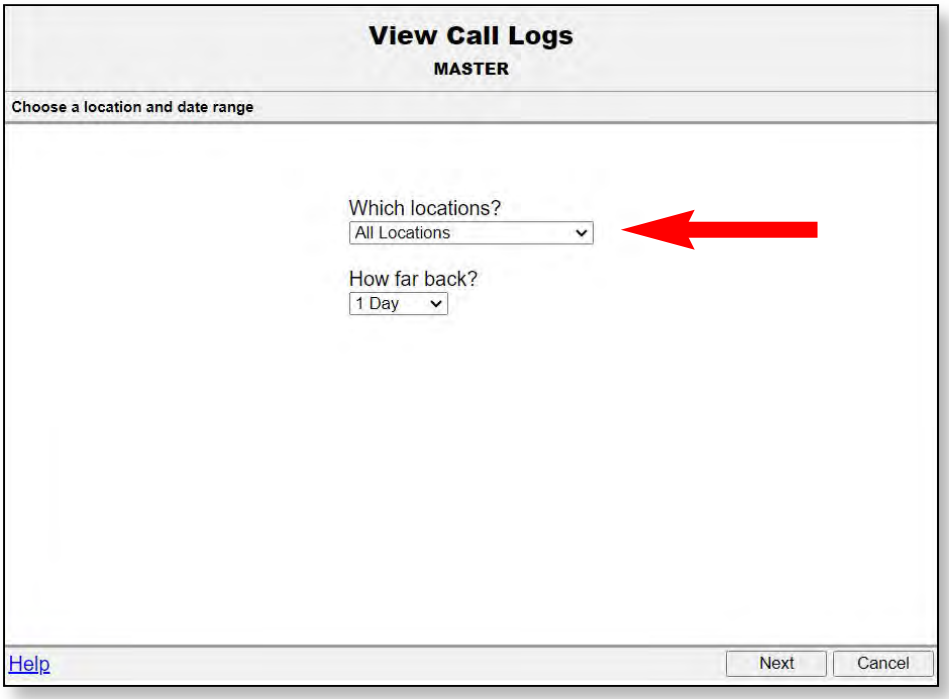




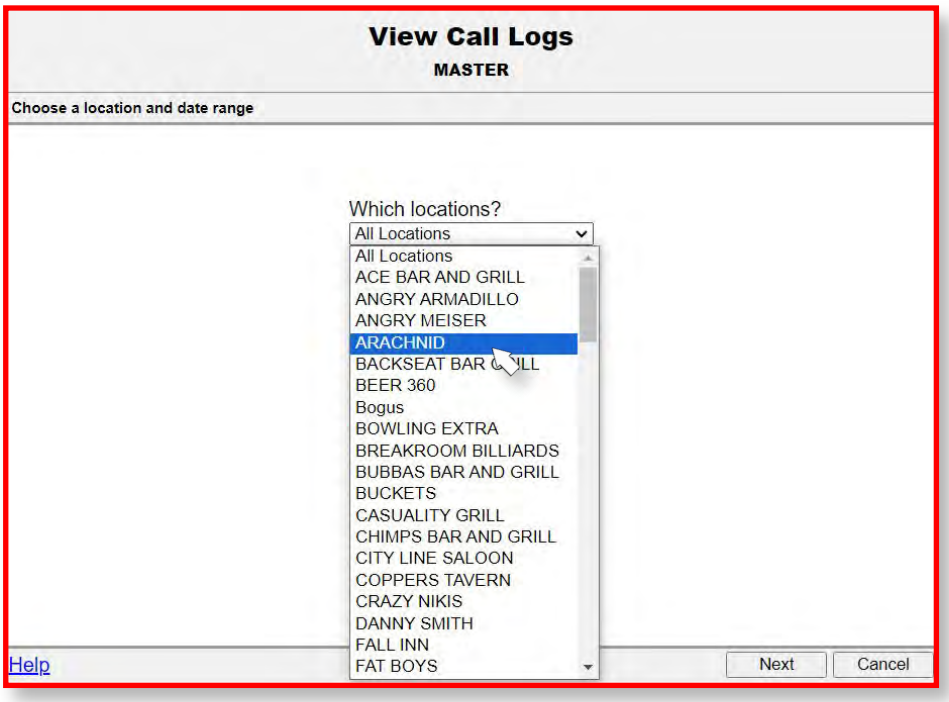
View Call Logs

This menu is an invaluable tool when trying to figure out communications issues. Whether that's intermittent call in issues or leagues not being in the machine. Basically select the location and how far back you want to look then hit **Next**.





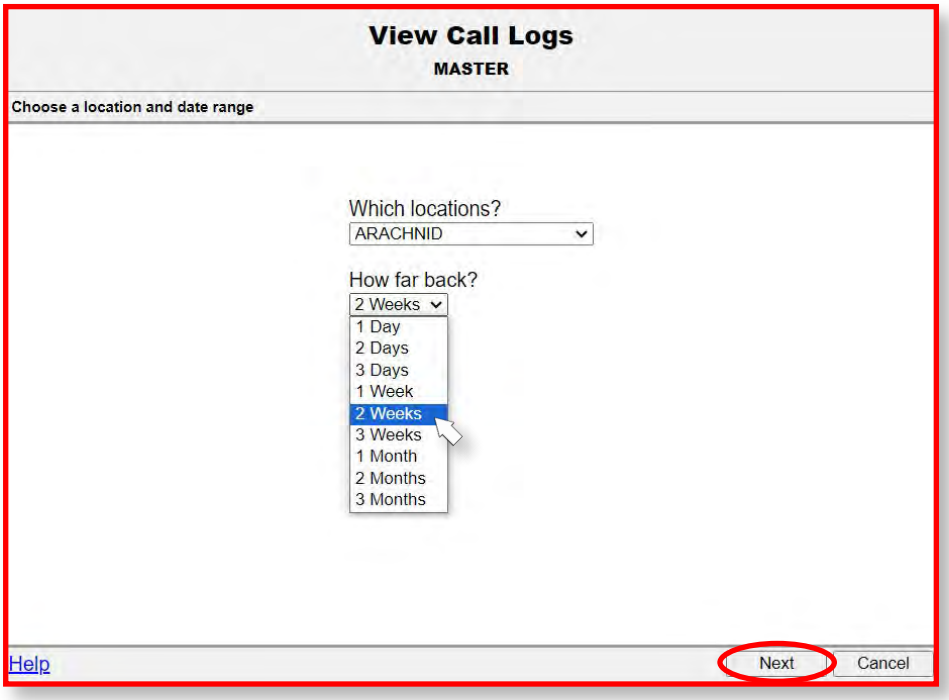
Click the **Which Locations?** dropdown box to select a location.

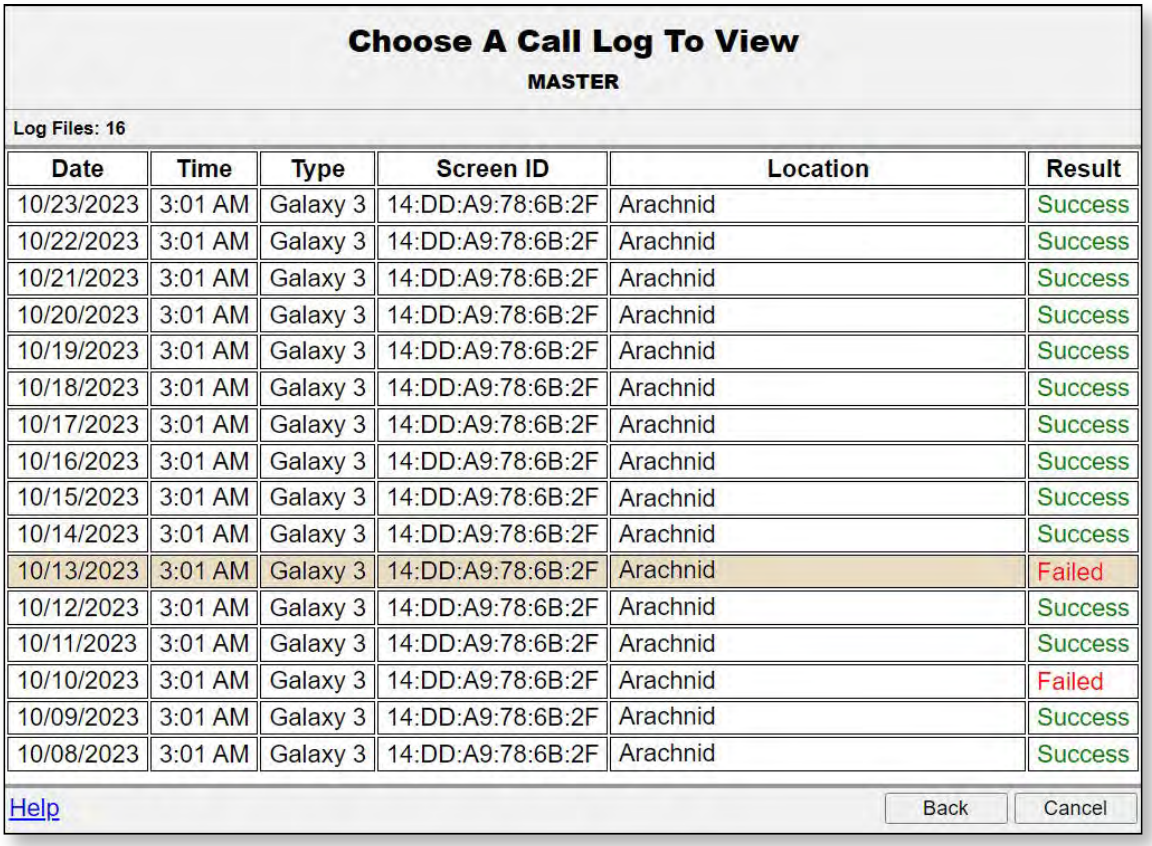


Click on the location that you want to see the call logs for.

Click on the **How Far Back?** dropdown box and select about how far in the past you wanted to look.

Click the **Next** button when you are ready.





Choose A Call Log To View

MASTER

Log Files: 16

Date	Time	Type	Screen ID	Location	Result
10/23/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/22/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/21/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/20/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/19/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/18/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/17/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/16/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/15/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/14/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/13/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Failed
10/12/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/11/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/10/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Failed
10/09/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success
10/08/2023	3:01 AM	Galaxy 3	14:DD:A9:78:6B:2F	Arachnid	Success

Help Back Cancel

The page that opens will list every call log from all of the machines in that location from the time period you selected. The page will show you what **Date** the machine called in, at what **Time**, what **Type** of machine it was, the **Screen ID** for the machine, the **Location** and the **Result** of the call.

To keep things simple, we used the same terms for the Result on this page as we did for the Result in Call Summary (see page 7). But in case you forgot:

Missed: This means the dartboard didn't communicate with the internet. If It did and didn't work, that would be a **Failure**.

Failure: The call failed for some reason. The call log will tell you why.

Network: The call came in from the dartboard, but any networked Galaxy 2's connected to it didn't communicate.

Success: No problems!

Pending: Similar to **Network**. but the board that called in doesn't know if the connected boards are working or not.

If you were to call Arachnid with communications issues, this is likely one of the first places techsupport would look. Each of the call logs is packed with information. Everything from what files are on the machine to the IP address of the machine in the location.

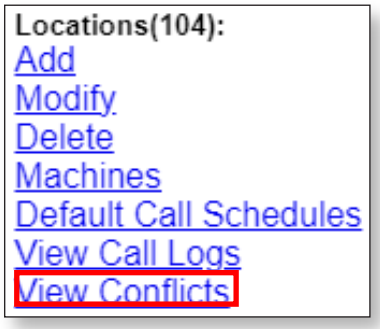
I'm not going to show you the call logs. They are long and some of it is written in code. However, the reasons for a failure are always human readable and in red. Here are the most common examples:

Update failed with code CONNECT (3). This means that the dartboard isn't communicating with the internet. This generally means a communication issue between the router and the machine.

Update failed with code DOWNLOAD (20). This is the most common error you'll get. Basically, this machine can't find itself in your account. It's either not assigned to a location, or you need to Generate Files.

View Conflicts

When you click on View Conflicts in MASTER, you are going to view conflicts for ALL of your leagues. And not just darts as you can see. While this lets you get to conflicts in all of your leagues, it might just be easier to do it from an individual League. It will be less confusing.



MASTER:Players

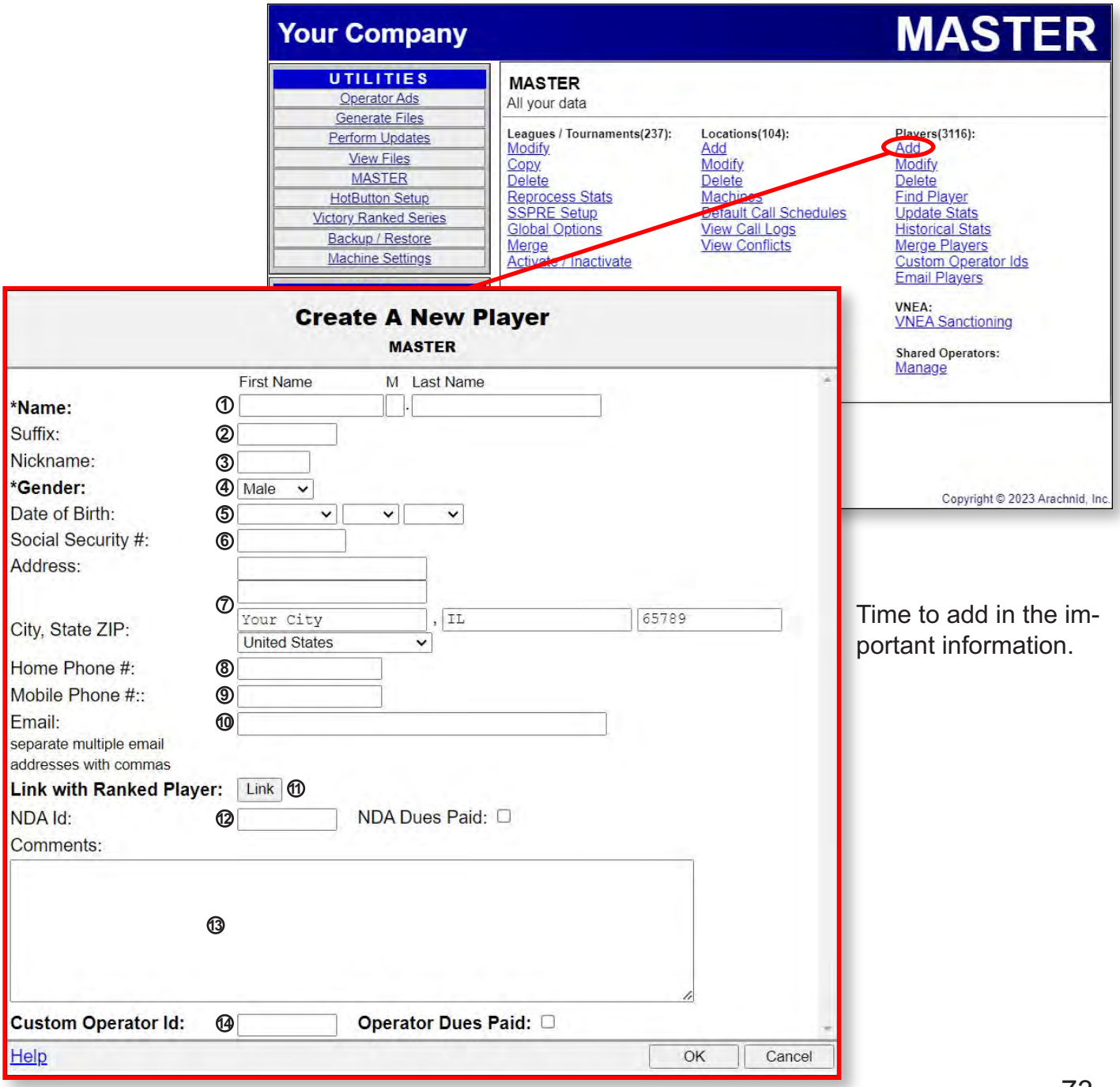
A storehouse for your Players, their Stats (past and present), ways to manage their data and more!

Players are without a doubt the most important commodity in your company. They are the ones putting their hard earned credits into your machines. The Players column in MASTER, like most things in MASTER, has some things that you can do in individual leagues but affects all the locations and leagues. This chapter will go over all the things you can do concerning players in MASTER.

Add

For the most part, you'll be Adding new players into the system when you create a league. In general, you won't have a list of new players to just sit there and add into the system. Instead, you'll have sign-up sheets with some players that aren't in the system and you'll just add them in during league creation. This menu is for the times when you DO have a list of new players that you can just add in.

For example: Come here when you are just switching to LeagueLeader from a different program or paper leagues and you want to add in a bunch of your players. Or maybe, you have a lot of sign-ups for a tournament you haven't created yet. Maybe you don't run leagues but want to keep track of players regardless so you can email them or send them fliers for upcoming events.



Time to add in the important information.

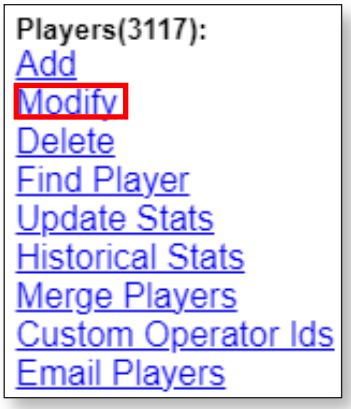
On this page, you'll add all the players' information. Or at least as much as you want. The only required section is the Name. And even then the system doesn't really care about First Name or Last Name. Having the full name is recommended and will make your life WAY easier, but it's not required.

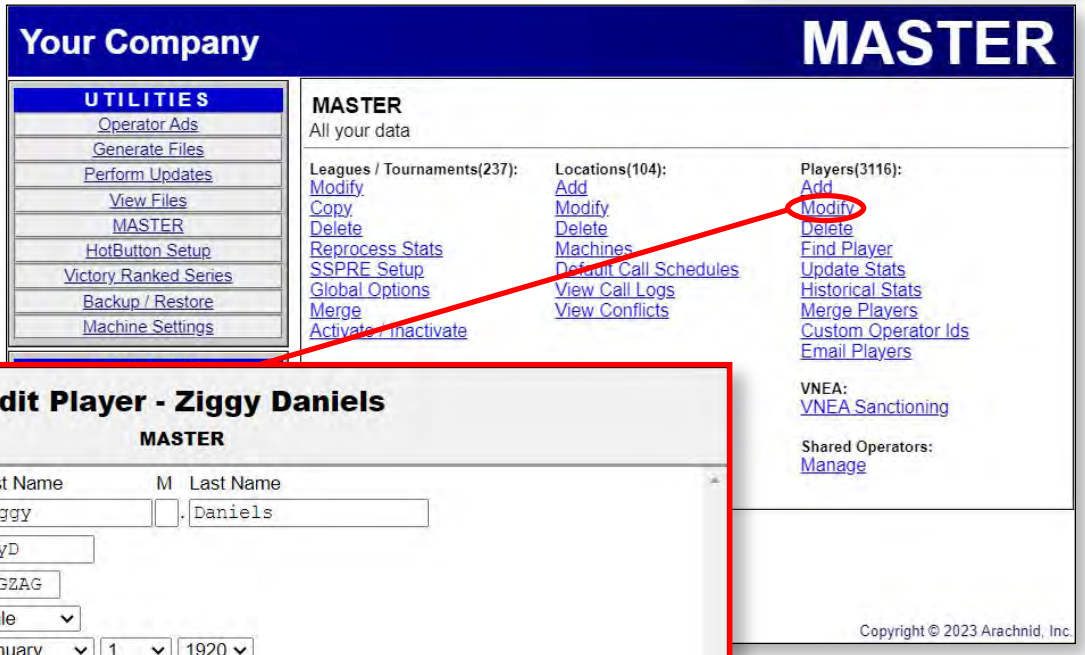
The list below will explain all the fields and give some tips if there are any.

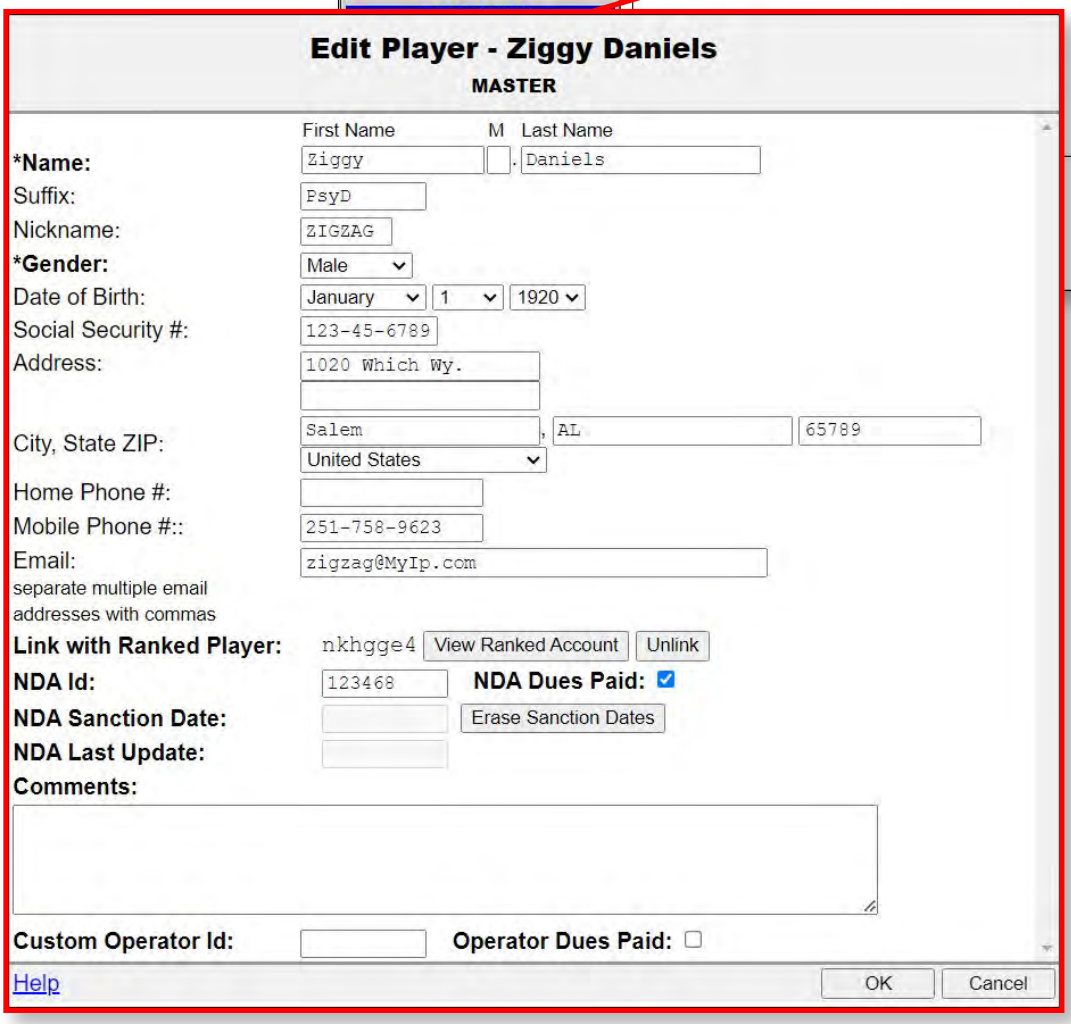
1. We always recommend getting a player's full **Name** to make things simpler. You can have a hundred Jim's in the system but generally only one Jim O'Shannon. If there is another player with the same exact first and last name, you can use the middle initial as a third identifier.
2. The **Suffix** of a player name is things like: Jr., Sr. PhD, SSC. Not really necessary unless there are Juniors and Seniors in the system.
3. Players love **Nicknames**. Almost every dart player has one. You can enter it here and it will show up on the board. We suggest only family friendly nicknames because you never know who's online. Unfortunately you only have space for ten characters.
4. The **Gender** of a player really is only important if you have separate leagues for men and women or you handicap them differently.
5. The **Date of Birth** is good to know especially if you have youth leagues.
6. In many states in the US, players get taxed if they win over a certain amount. So, to comply with the law, we give you a place to put a players **Social Security #**.
7. A players **Address** is important for a lot of reasons: promotions, sending league information, contact information in case of emergencies, ect.,
8. The **Home Phone #** is an antiquated idea that a player has a dedicated phone line run to their house. Most people have cell phones now a days so you can really use either this entry or Mobile Phone # box to put a way to contact them. It really has no software affect except to provide a way for coordinators to stay in touch during leagues or for other teams to contact them.
9. Typically, you'd put a players cell phone number in the **Mobile Phone #** box. But like Home Phone # above, you can use this for an extra number they may have. The software really doesn't care.
10. Ah the **Email**! The more modern way to keep in touch. If a player has an Email address, put it here. Use it for promotions or contacting the player if phones aren't working.
11. The idea of Ranked Player accounts is relatively new. A Ranked Player is someone that has a Bullshooter Live account. What you can do is **Link with Ranked Player** account and any games played by that player will be saved there as well. This is used mostly for TKBrackets but there are big things on the horizon for the BSLive App so having this will be beneficial.
12. The NDA section is for those players that belong to the National Dart Association (NDA). You can enter in a player's **NDA ID** and keep track if their **NDA Dues** are **Paid**. The NDA requires the operator to actively participate in a player's NDA upkeep so these lines are essential for that.
13. The **Comments** can be anything. A player's favorite color. Whether they are belligerent or aggressive. Whether they are a pro or not. Basically any information you think is required that isn't already in the program.
14. Some Operators wanted a way to track players with their own identifier instead of the NDA ID or Player Code. So we provided them the options **Custom Operator ID** and **Operator Dues Paid** to help with that.

Modify

While you can Modify player information from a league, it is much easier to do it from MASTER if you have a bunch of players you need to update. Maybe 20 players gave you their Ranked Player codes all at once or a family of darters all moved. Change them all right here.



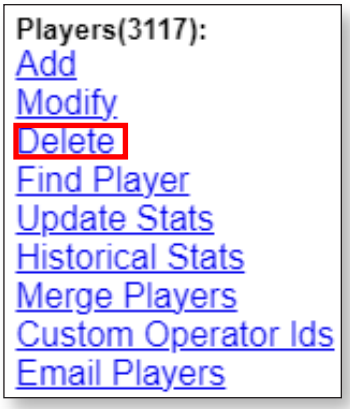




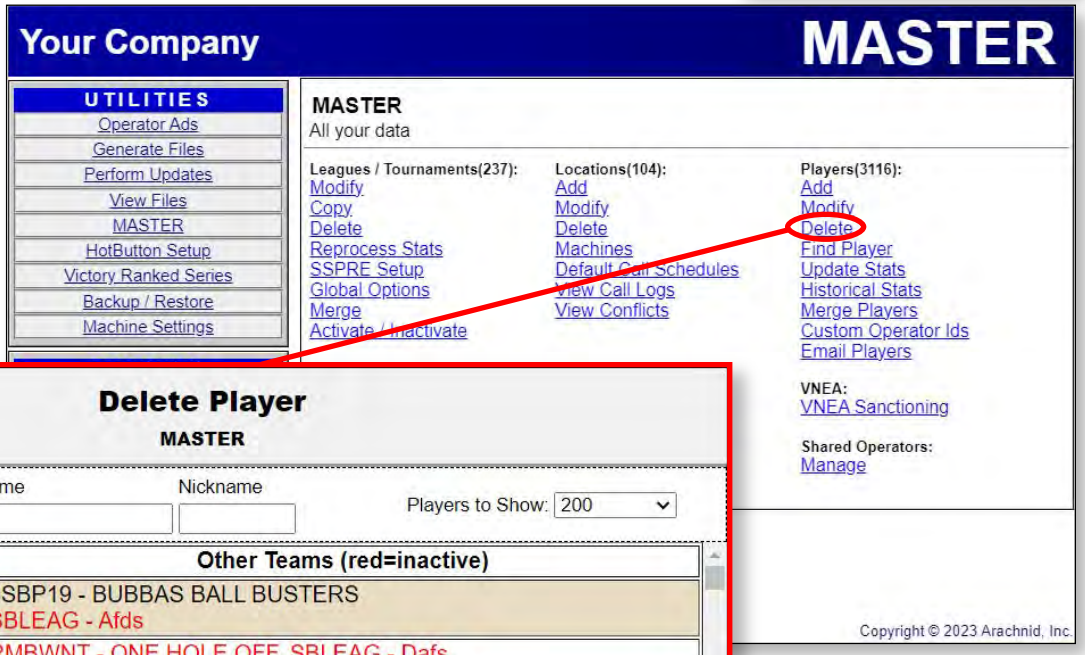
Delete

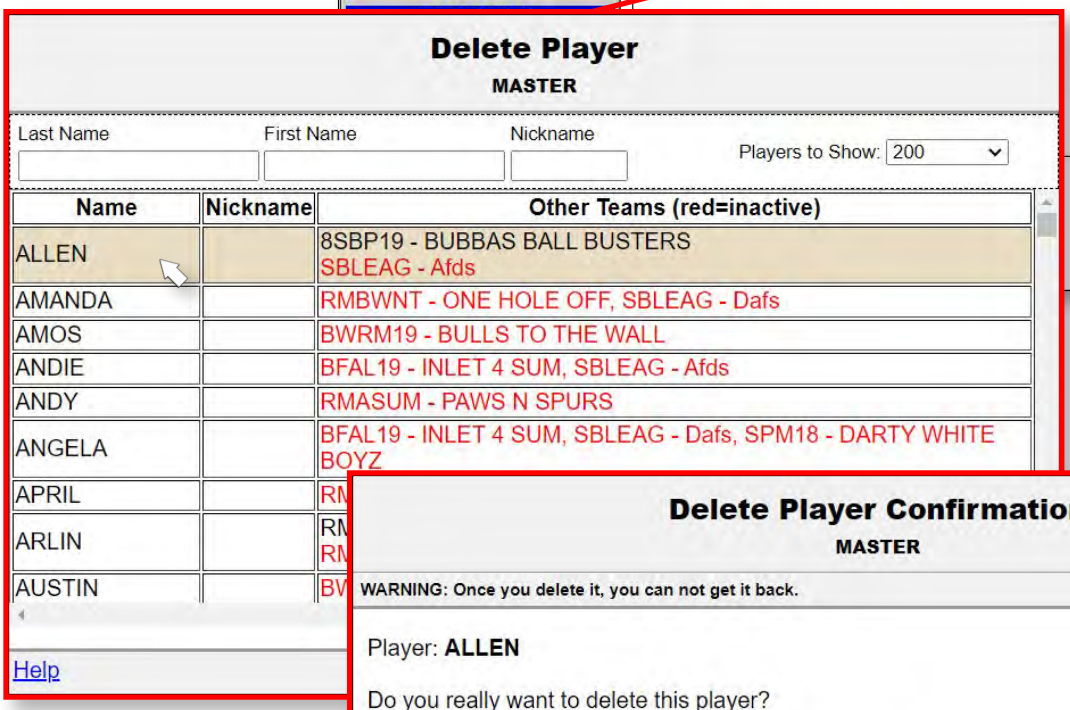
MASTER is the only place in LeagueLeader that you can Delete a player. This is another “once its gone its gone” type of actions. So, if you are unsure of the decision or if its the right player, make a Back Up.

Brad Says: OK, if you are using this feature to remove duplicate players, there is a better way. See the **Merge Player** section.



To **Delete** a player, first click on Delete under the Players column.



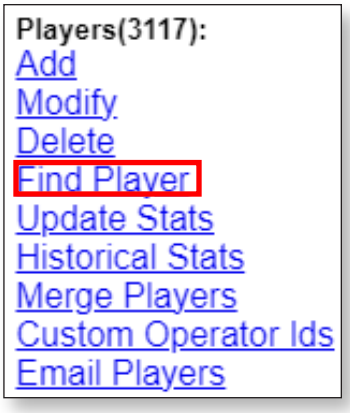


Next, select the player.

Finally, LeagueLeader reminds you of what will happen and asks if you are sure.

If you aren’t sure, what should you do first? Right,. Make a Backup.

Find Player



Use Find Player to search for specific players. This is useful to see what leagues they play in or if there are multiple instances of the name. Simply type in the name you are searching for, choose the options for that search and click **OK**. You can search by any part of the name including the nickname.

- The **Find Similar Names** option will search for every name remotely close to the one you are looking for. Misspellings are common especially if they are done at the dartboard. specific name.
- The **Include Players** option lets you limit the search to **All Players**, **Players In A League** or **Players In An Active League**.

Update States

The Update Stats section under the Players column is another one of the areas in MASTER that you can access ALL of your leagues. The question here is should you? Honestly, it's much easier to fix stats in a specific league. Sure you can do a bunch here but you can also get easily confused. That's why I say it's just easier to do it in a specific league or View New Stats (see page 8).

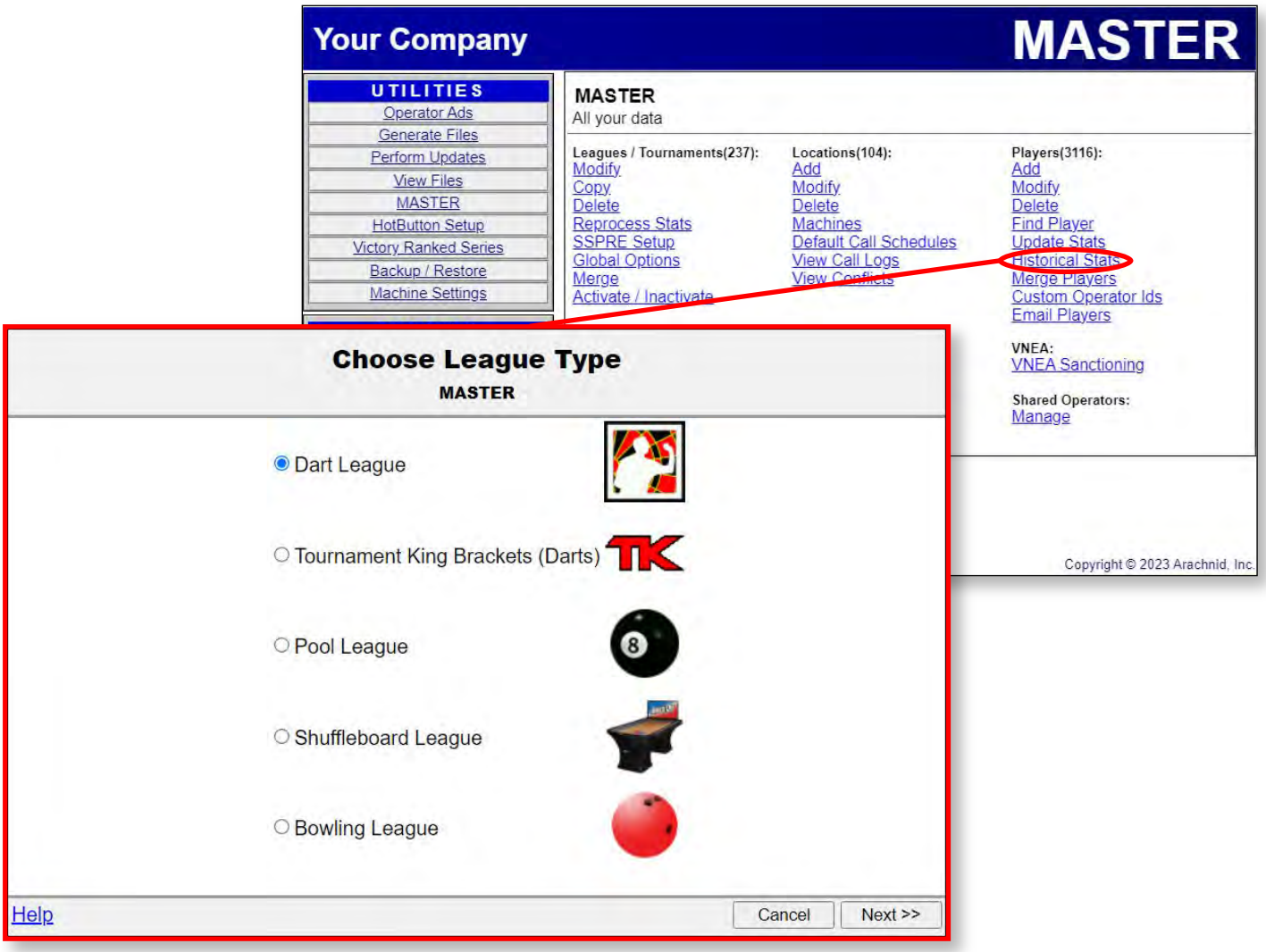
Historical Stats

Historical Stats is a way to preserve player stats for later use. Currently, it's not an automated option. you have to physically tell LeagueLeader to put stats into it. This section will show you the ins and outs of using Historical Stats to its best potential.

Choose League Type

The first page you'll come to haver selecting Historical Stats is Choose League Type. There are a few league types in LeagueLeader so you need to tell it which type we are using. It's worth noting, that even if the only thing you have signed up for is darts, this page will still come up first.

Since Arachnid is a dartboard company, we'll focus on that. However, every league type functions the same and has the same options in Historical Stats.



Loading Stats into History

As I stated earlier, the Historical Stats database isn't automated. You have to manually tell the system which leaguers you want to back up. I recommend doing this at the end of a season before making the league inactive. Also, if you delete a player or a league out, you will be prompted[ted to store player data into history. This is also recommended.

To start, you want to **Select Leagues for History**.

Click on the check box to select the leagues you want to load into History.

Once you have what you wanted selected, click **Update**.

Once done, it will bring you back to the menu where you can select which leagues for history.

Brad Says: If you are thinking, "I'll just select them all!" I would advise against that. Oh, it's not going to hurt the stats. The stats will be averaged regardless. What it will do is take a long time. Depending on the number and size of the leagues, this could take minutes to hours. One or two large leagues should only take a few minutes. Twenty leagues on the other hand....When it's saving leagues, the website will act "locked up". It isn't, it's just doing a lot of hard work. If you do a lot...it can act "locked up" until it's all done.

So, I recommend maybe doing ten at a time. Its more annoying, yes but it saves "locking up" your computer. And remember, it's not really locked up. Its just doing a lot of stuff you can't see, so give it some time.

Since this book is more about the administration side of the program, we won't go into how to use History in your leagues. Look at the League Creation Manual for that (Chapter 7 to be precise.)

Browse History

Since Historical Stats are usable in your leagues, you should have a way to look at them if you need to. That's where Browse History comes in. There are essentially 3 ways to do that. We'll go over all three here.

When you go into History after selecting the type, Browse History will already be selected. Just click the **Next** button.

Looking at all the Historical Stats in a Specific Date Range

The first section allows you to look at all the stats in History in a specific date range.

Simply select the Start Date and the End Date then click the **Go** button.

You can sort it by league or player name if you want. Remember this is ALL of the stats in that date range. Not a single player.

Looking at a Specific League in the Historical Stats

You can also look at a specific league in History. Select the option Filter on League Name and then use the drop-down box to select the league you want to view. After that, click the Go button.

This will show you all of the stats for that league. The ones in History anyway. Which is another point. This only shows you Historical Stats. If it was never put into History, it won't be here. So, if you're not seeing the league you want in the list, chances are it was never loaded

Looking at a Specific Player in the Historical Stats

Honestly, out of all three browsing options, this is the most used. Usually you are curious about a specific player rather than all of the stats in a time frame or a specific league.

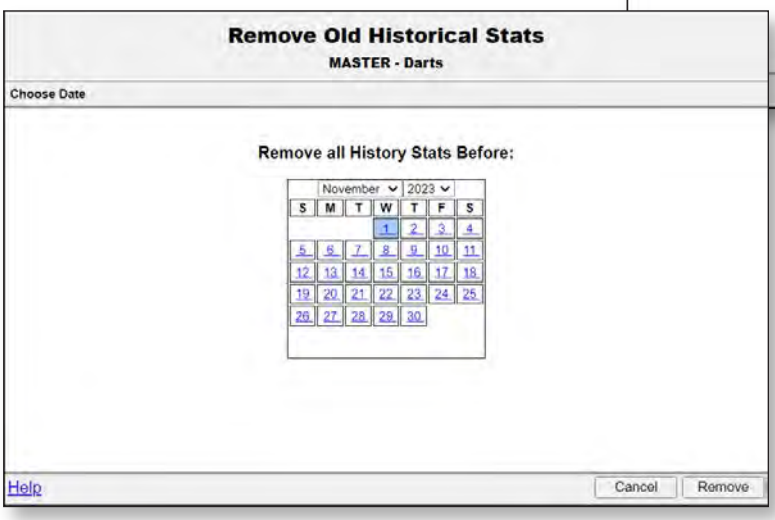
Just type in the player's name and click the **Go** button.

You can also select the option to **Find Similar Names**. This will bring up names close to the one you are looking for. In the example to the right, you'd get Bob Smith, Bob Smithy, Bob Smyth, ect,.

Remove Old History Stats

There may come a time when you may want to clean up the database. Maybe you went looking for recent stats of a specific player and had to sift through 7 years of information to find what you were looking for. Regardless, LeagueLeader has a way of removing old Historical Stats. Here's how:

Select **Remove Old History Stats**.



Using the calendar on this window, select the date before the time of the stats you want to remove from History.

For example: If you want to remove all the stats from 2017 on back, set your calendar to January 1 2018. This will remove stats from December 31, 2017 all the way back. So the only stats will be from January 1, 2018 forward.

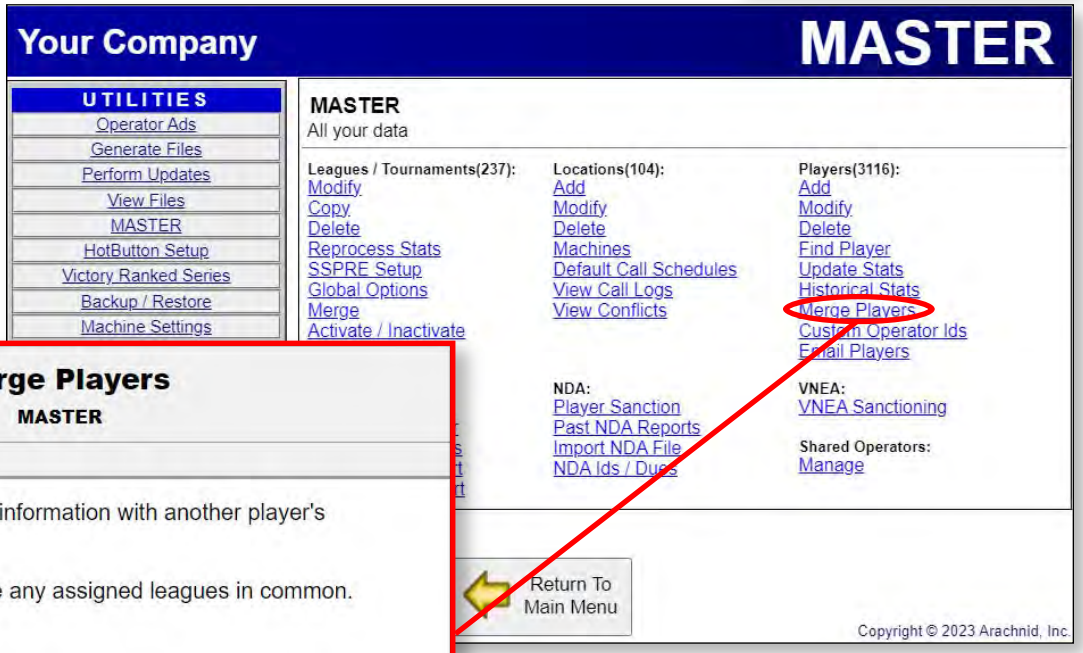
Brad Says: It's worth noting that this isn't something you HAVE to do. And some associations want you to keep History back a certain period of time. Arachnids servers have plenty of space for your stats. But if this makes things easier for you, it's here.

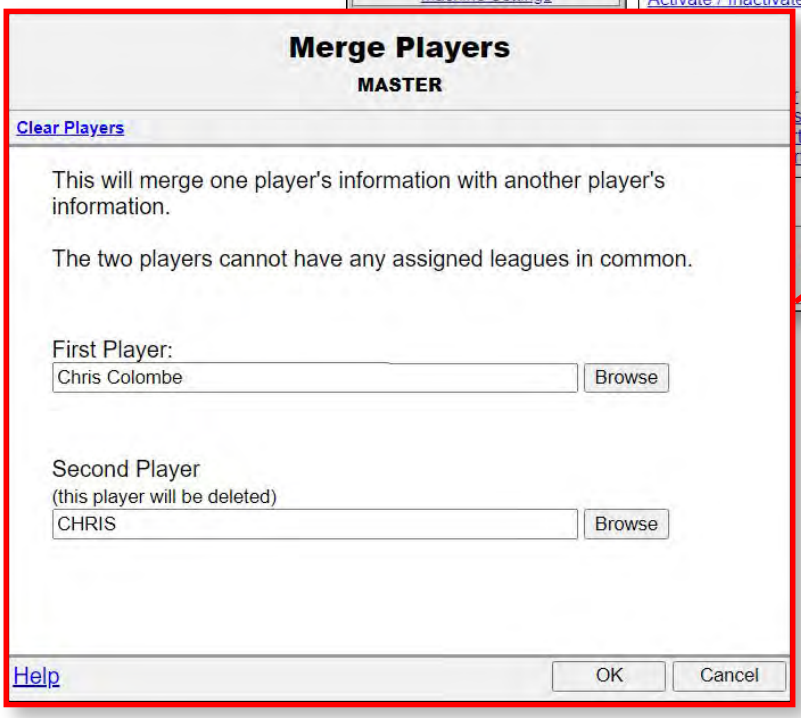
Merge Players

Let's face it, misspellings happen. Especially with subs because using a target as a keyboard isn't really all that easy. Also, maybe the player used their nickname when signing in instead of their real name. All of these things happen. Frequently. Merge Players helps to fix these situations.

What this does is allows you to merge player data from one player entry into another. The player's stats and personal information get moved into one player profile. As always, if you are unsure, make a **Backup**.

To start, click the **Merge Player** link under the Players column.





Browse for the **First Player**. This is the player we are going to keep. So all of the Second Player information will be merged into this one.

Browse for the **Second Player**. This player will be deleted. All of the stats from this player will be transferred to the First Player.

This only merges two players. If there are more players that need to merge with the first one, repeat the process remembering to continue using the same player as the **First Player** for as many times as needed.

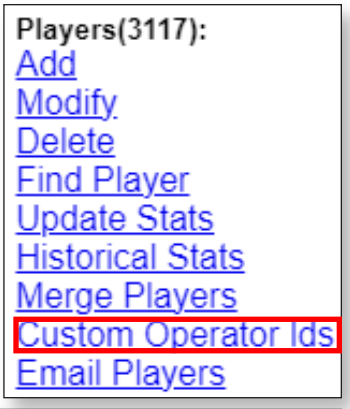
If you need to do a different set of players, simply select a new **First Player** and **Second Player** and start the process all over again.

Brad Says: This is a long process if you have multiple "duplicate players". This might be good for a summer project when things are slower. To avoid this kind of thing, you can make it a rule for the league to always have the captain get the full name of anyone they add to the team. Sub or regular player. And if they have to bring in a substitute, they tell you somehow. Email, phone call, text. Just something so you are informed.

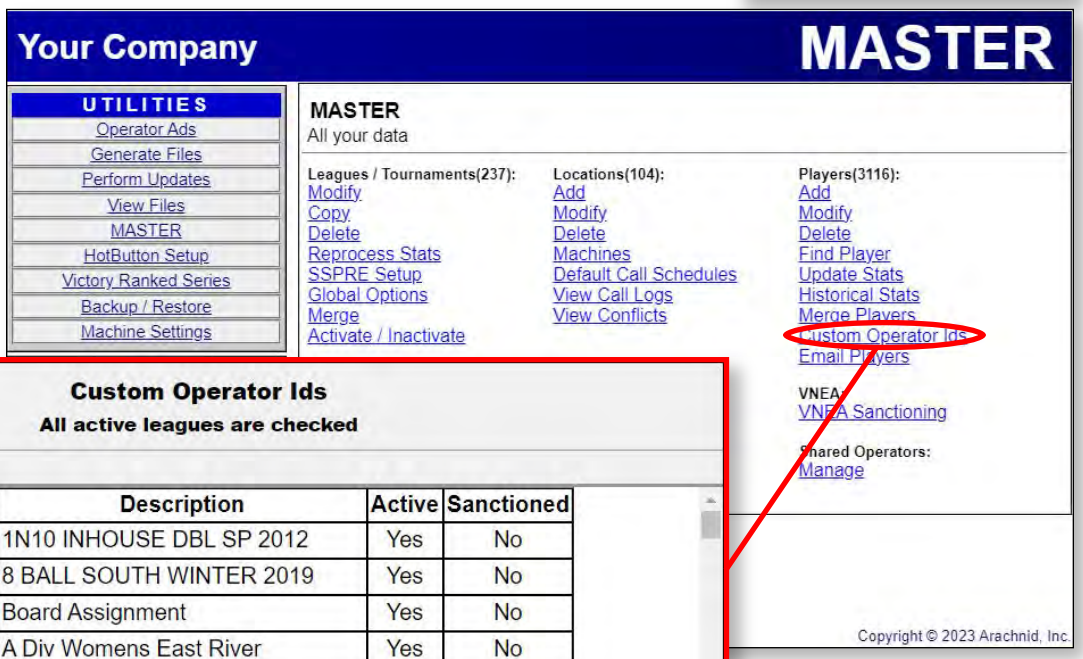
Custom Operator IDs

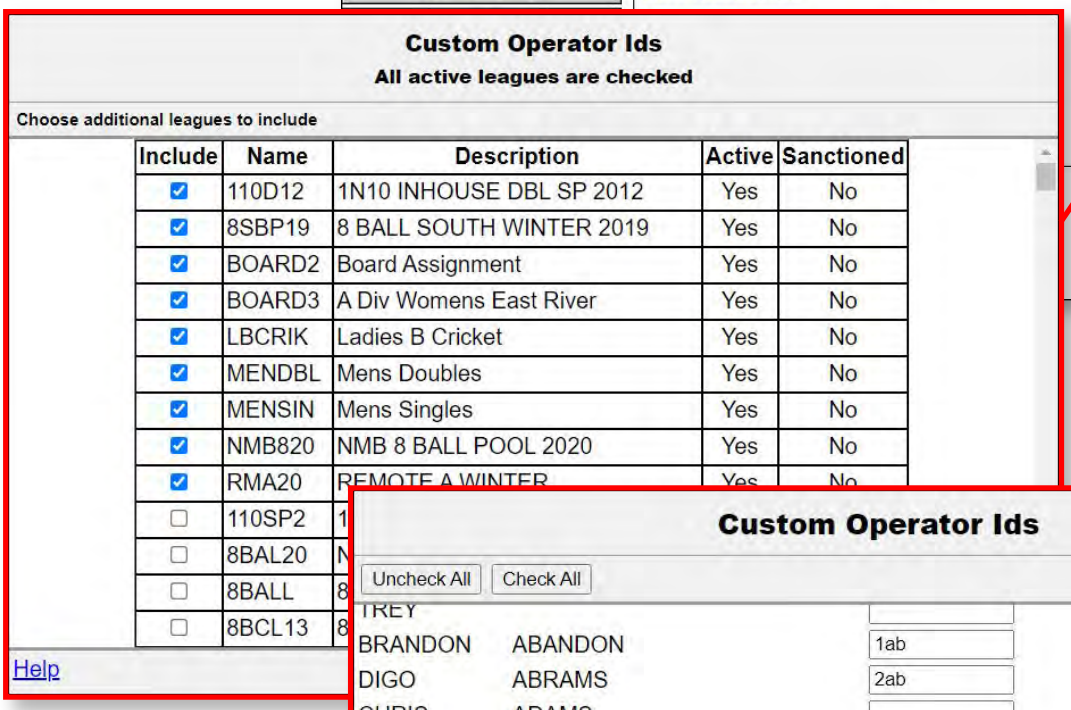
Some operators have a system where all of their players have a unique code, like the NDA does, that is specific to their company. In order to make things easier on them, we added this little option so that they can assign players codes to keep track of them.

There is no auto generating of numbers or anything like that. We left that up to anyone who wants to use them.



To enter in a custom ID for your players, click on **Custom Operator IDs**.

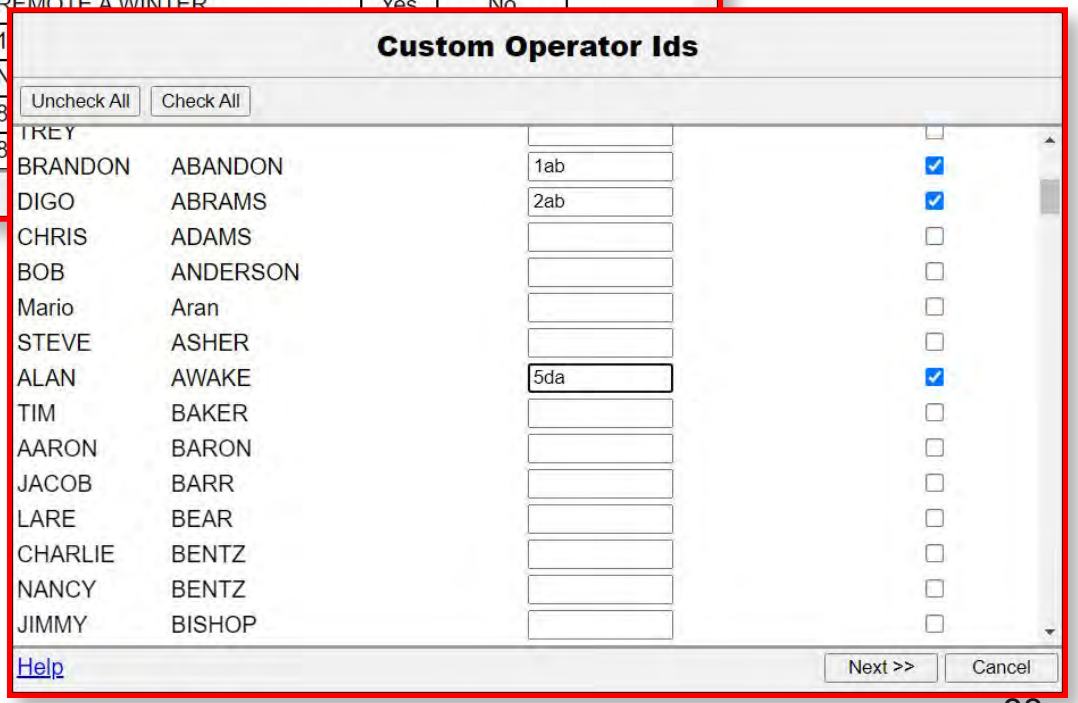




Select the leagues that contain the players you want to give custom IDs to.

Manually type in the custom IDs and check whether they have paid or not.

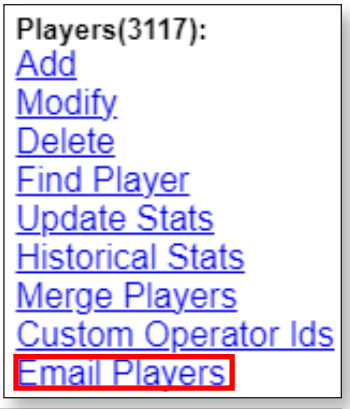
Remember, all of this is optional. Use the things you want.

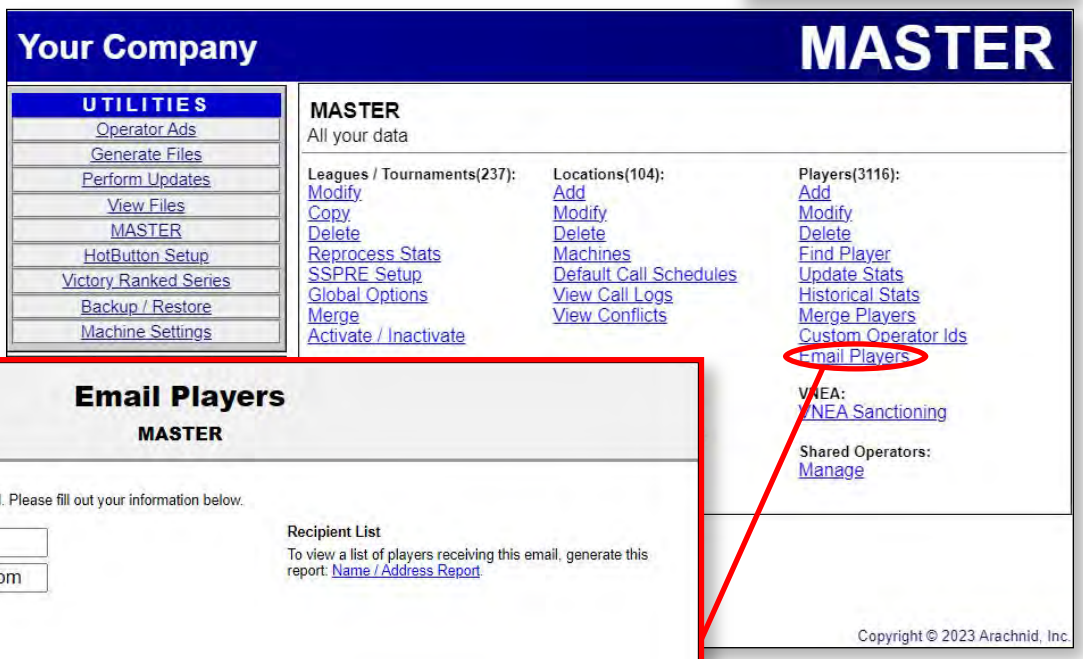


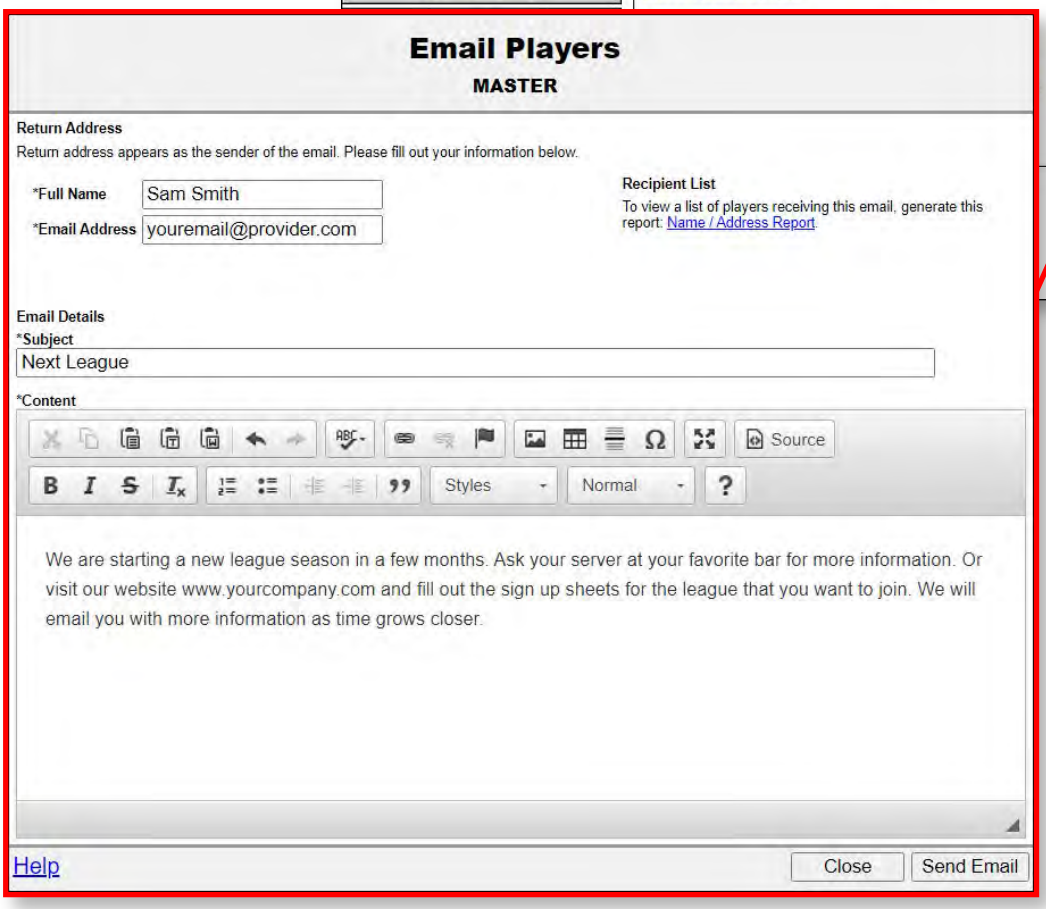
Email Players

Believe it or not, LeagueLeader actually has an email function. This is definitely not an email service like that of Google or Yahoo. This simply lets you send out a quick message to all players with an email.

Click on the Email Players link under the Players column. Make sure to put your name (or a name if you don't want to use yours) and an email address. Create a subject heading and type in what you want to say. Then hit send. Your message will go to any player that you have an email address for.







Brad Says: Remember, this isn't an email service. You can't attach files or insert pictures. There is no Inbox or spam folder. This is just meant to be a quick way to let players know there are events in the future. It uses the email you inserted as a return address so check for responses in the usual place.

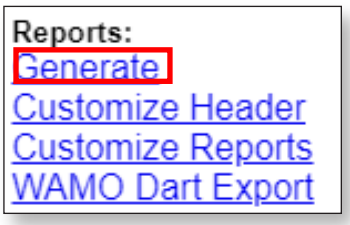
6

MASTER:Reports

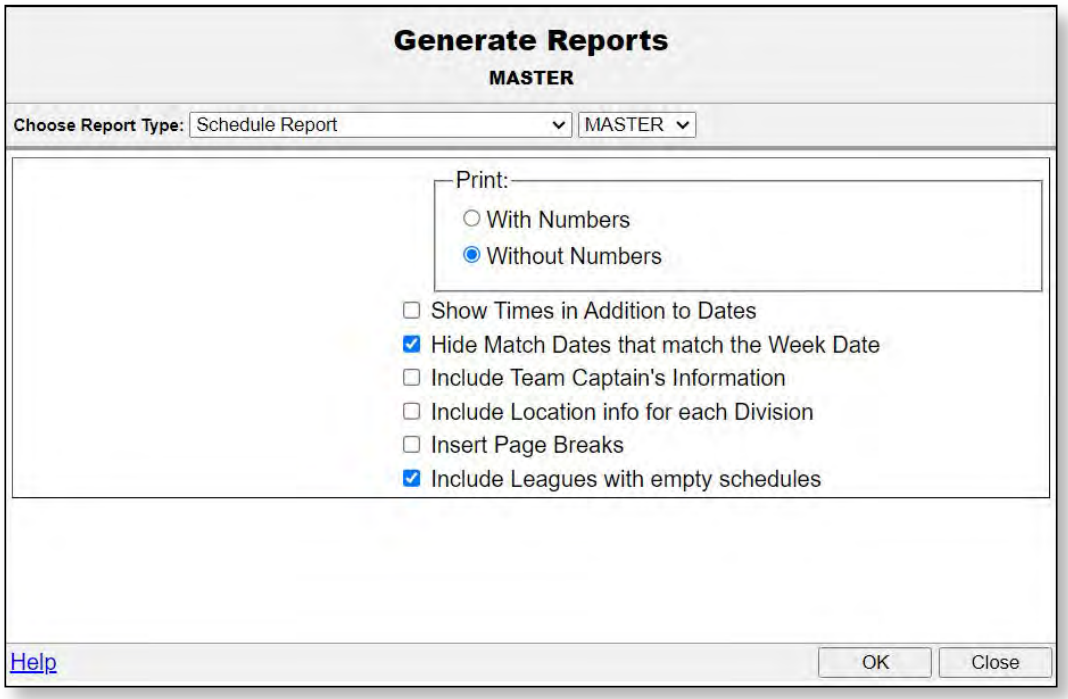
A place where you can access all the information in League-Leader on various subjects in an easy to read format.

Reports allow you to easily access data and information on a specific subject. Be that player stats or game popularity. Many of the reports are also found in the league menus. Some are not. This chapter will try covering all the reports in LeagueLeader and will explain which can only be found in leagues or MASTER.

Generate

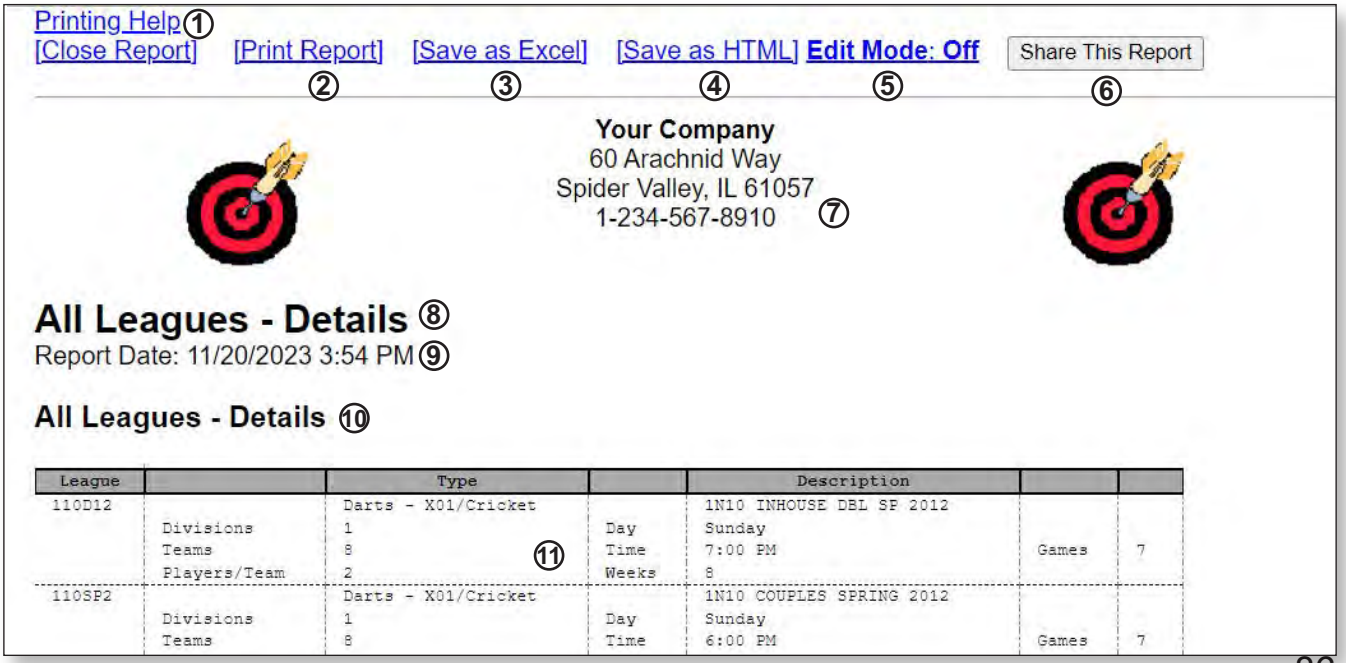


The Generate menu of the Reports column in MASTER is where you go to run your various reports. As I stated in the beginning, we'll go over ALL the reports. This will make the section long unfortunately, but I think allowing you to know what all the reports can do will help you use LeagueLeader to its fullest potential. Obviously you don't have to read everything. Look at the ones you want, skip any you don't care about.



Anatomy of a Report

As you may have seen, there are some print options on the report preview. These options give you various methods of displaying and downloading your report to use on websites. Lets go over them.



1. The **Printing Help** link brings up settings for best results for the report you are printing. These can be Label size, border dimensions and other printer settings.
2. The **Print Report** link opens up your computer's printer function. From there you can adjust the printer settings for your specific printer.
3. Click **Save as Excel** to download an XLS file to your computer. You will be give the option to save with headers or not.
4. Similar to Save as Excel, **Save as HTML** downloads a file to your computer. This time as an HTML document. HTML is the basic code for websites, so you should be able to create a web page using this information. We'll leave your website creation to you.
5. The **Edit Mode** function allows you to edit the text on the report for THIS ONE INSTANCE. If you close out, the changes will be gone. This should only be used for quick changes you want in a PRINTED report.
6. The **Share This Report** function has its own section. Needless to say, it is a very useful tool.
7. The **Header** is the place in the report that shows your company info and any logos you want to add. There is a section in this chapter about how to customize it.
8. This is essentially the **Report Name**. The type of report that you selected to print.
9. This is the **Time and Date** the report was printed. It's useful for keeping track of report updates.
10. This section will display the title of the report or of the specific data section. The example repeats the Report Name. That's because there is no other special heading there. If this were a player standings report, for instance, each section may show a different game type.
11. The **Body** of the report is where all the data is. It contains the section title as well but I pointed that out because it's useful to know.

Sharing Reports

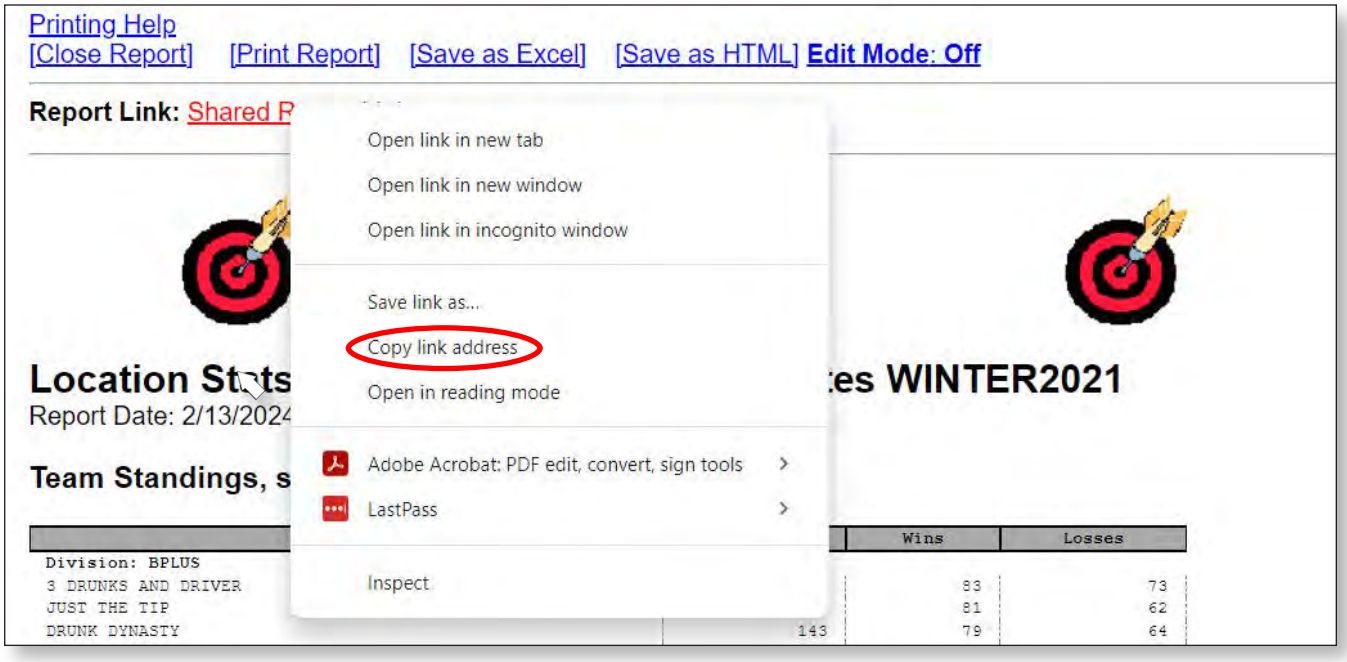
As mentioned above, the Share this Report function is very useful especially if you have a website or use social media with your leagues. It literally creates a permanent link to the report that you can copy and paste to a website, email or social media. The best part, it updates as the league progresses. Automatically. This means that as soon as your stats come in, the Standings report on the website changes.

Here's how to use it:

1. In any report, click the Share This Report button. This will create a Share Report link.

2. Right Click on Shared Report Link. This will open a browser menu with some options.

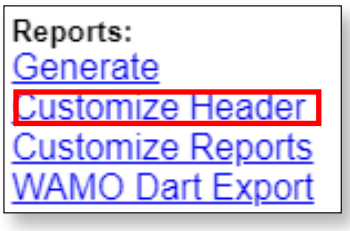
3. Locate “Copy Link Address”.
4. Now you can paste that same link into any website, Facebook post, email, text, or other digital message.



Brad Says: Here's the cool part. The link gets updated automatically. This means, if you copied a link from a standings report and put that on your website, it will be automatically updated the following day. There is nothing that you have to do aside from your normal after league process.

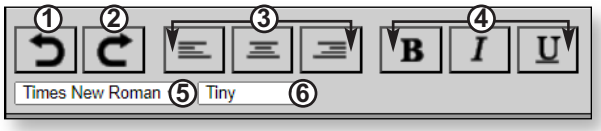
Customize Header

Every report you print will have a header at the top. This header shows information like your company name, address and phone numbers. While some of that gets added in automatically through your LeagueLeader profile, you can also personalize it and/or add logos.



Using the Text Functions

For typing out your company name and contact information, we have provided some basic word processing functionality.

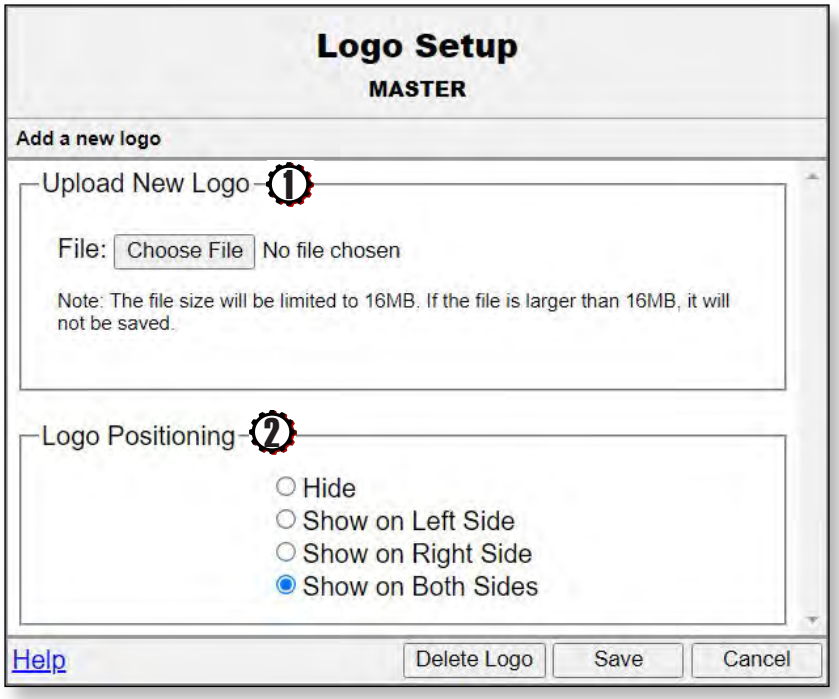


1. **Undo** - In case you made a mistake.
2. **Redo** - In case you undid something you needed.
3. **Text Alignment** - You can align the text to the left, center or right.
4. **Text Formatting** - You can use Bold, Italics and Underline to give your text pop.
5. **Font** - You only have 5 fonts to choose from. If you want fancier fonts, you will have to make it into a header (more in the next section).
    - Times New Roman
    - Arial
    - Arial Black
    - Comic Sans MS
    - Courier New
6. **Font Size** - You don't have fine tuning ability like other word processors. Just generic sizes like: tiny, medium, and large.

Basically type whatever you want, but keep in mind that the main focus of the report is the data it provides. You don't want to overwhelm the viewer with unnecessary information but you also want them to know who is running the league/bracket and how to contact them.

Logo Setup

The Logo Setup is a useful tool for adding a sponsor's logo or your company's logo to reports. Unfortunately you can only use one logo. However, there are ways around that.



1. Just like Operator Ads, you cannot create graphics in LeagueLeader. You either have to get the images (JPEGS) from somewhere or make them yourself. That said, clicking the Choose File button will open your computer file system for you to search for the image on your system. Once found, click on it and hit the Open button.

This section may require some explanation. There are different positions in which your logo can reside. As I stated earlier, you can only have one logo. However, you can place it either on just the left side, the right side or both sides.

Hidden

Left Side

Right Side

Both Sides

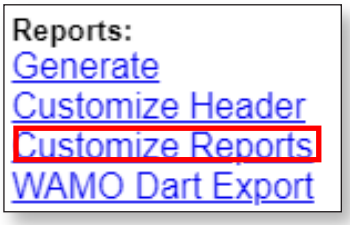
A Simple Header Trick

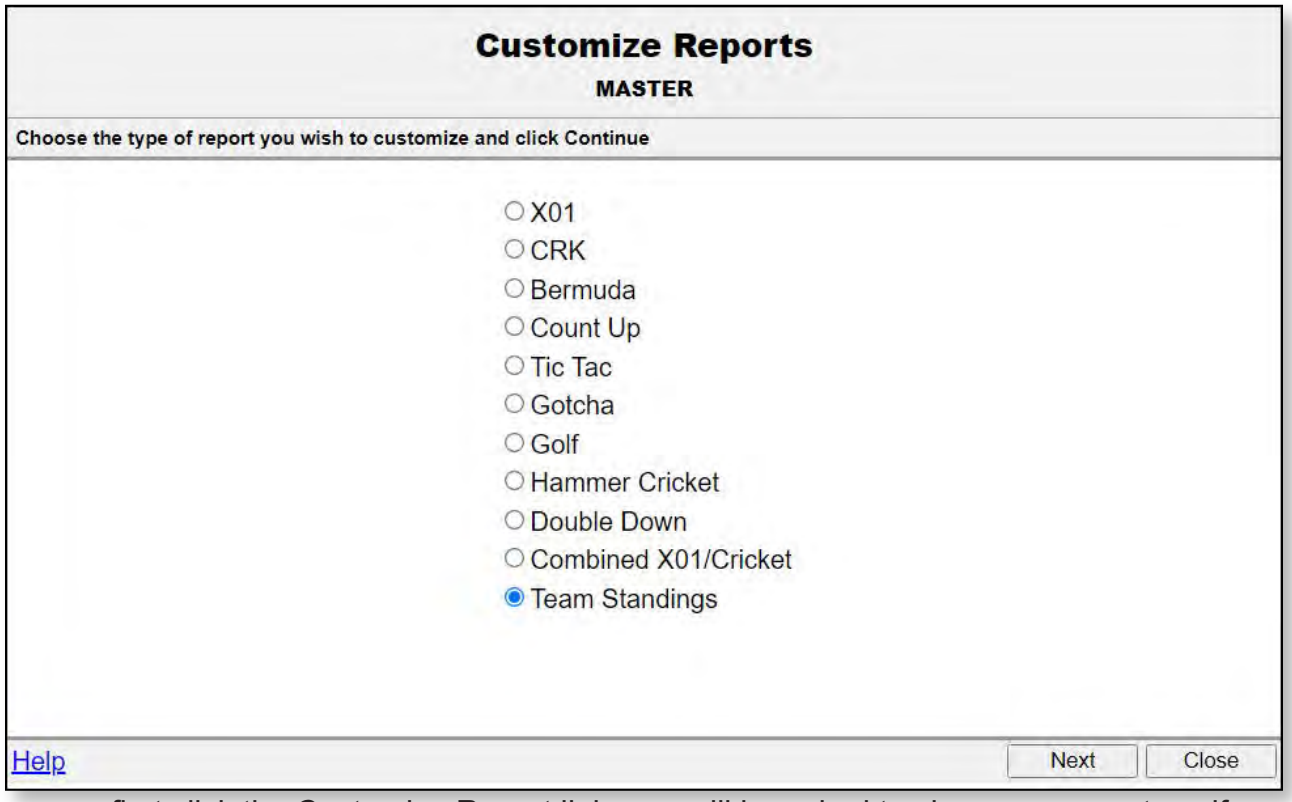
If you don't like our header set up, what you can do is create your own header in a program that lets you save the header as a JPEG. Art programs can do this and some word editing programs have a way to make stationary headers. Simply put that pre-made header in as either Left or Right and delete the text in the middle you'll get something like this.

Pre-made Header

Customize Reports

Every league is different. Some leagues want to see their averages first. Some want it in the middle. The point is, LeagueLeader has the ability to allow you to customize reports to meet the needs of your players.



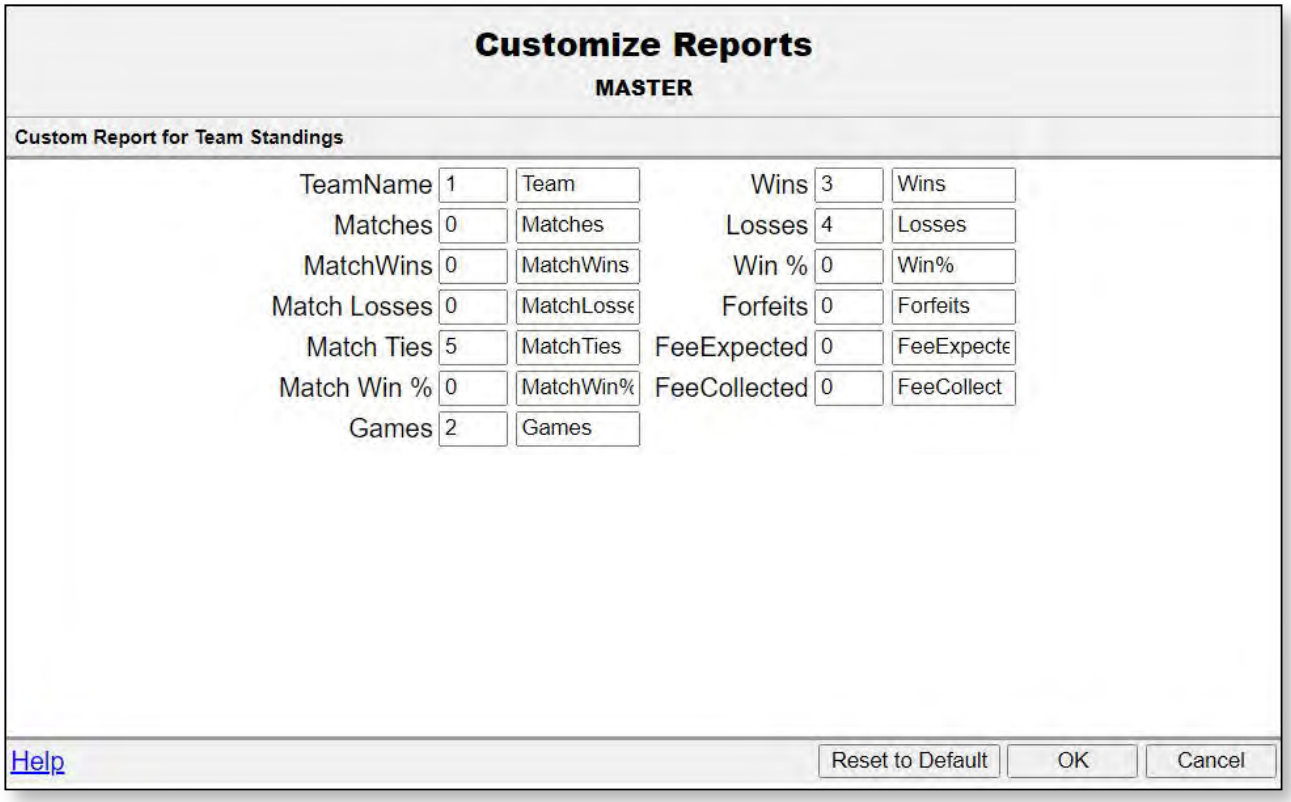


When you first click the Customize Report link, you will be asked to choose a game type if your LeagueLeader account has more than one. We are going to focus on darts, but these instructions are good for every game type. We are also going to use Team Standings as the example because it has less options but will still accurately demonstrate the functions of the page.

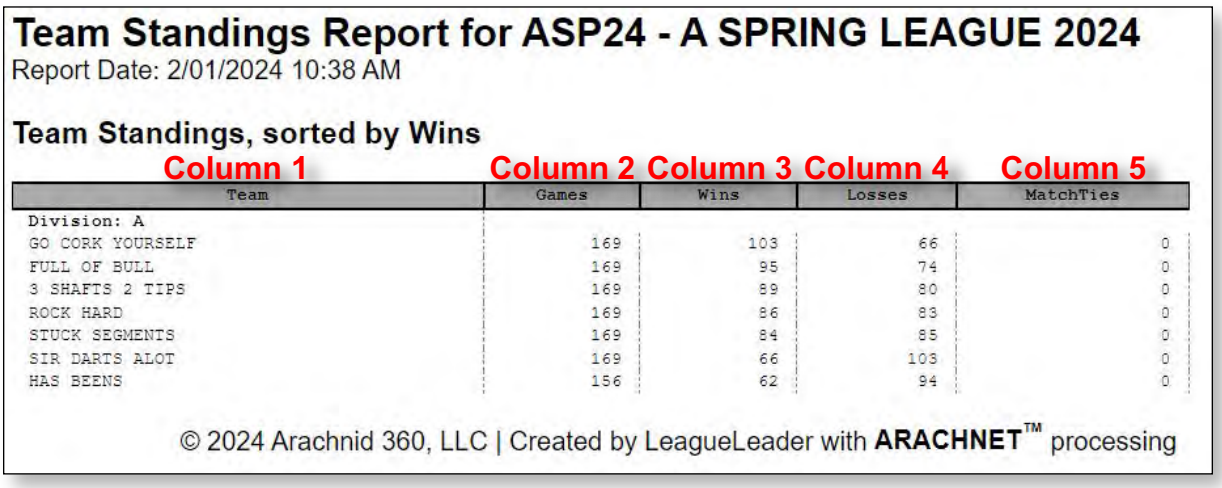
Standing reports are essentially made up of a number of rows and columns. The rows reflect who the data belongs to: players, teams or locations. The columns represent the data. What Customize Reports lets you do is define how the data is displayed on the report.

In the picture below, you can see that there is a line of text on the left, a box with a number in the center and a text box on the right. The leftmost text describes where it will get the information from in a database. For instance, TeamName is drawn from the teams database. Matches is from the "# of Matches Played" part of the database and so on.

The middle column, the one with numbers, is the placement on the report for that information. In the example below, we have **TeamName** listed as 1. This means that it will show up first. **Games** has a 2 so it will be the second column.



Below is a sample of the Teams Report printed using the options in the above image. We have labeled each column so you know where they lie in relation to the settings in the above image.



Team Standings Report for ASP24 - A SPRING LEAGUE 2024

Report Date: 2/01/2024 10:38 AM

Team Standings, sorted by Wins

Column 1 Column 2 Column 3 Column 4 Column 5

Team	Games	Wins	Losses	MatchTies
Division: A				
GO CORK YOURSELF	169	103	66	0
FULL OF BULL	169	95	74	0
3 SHAFTS 2 TIPS	169	89	80	0
ROCK HARD	169	86	83	0
STUCK SEGMENTS	169	84	85	0
SIR DARTS ALOT	169	66	103	0
HAS BEENS	156	62	94	0

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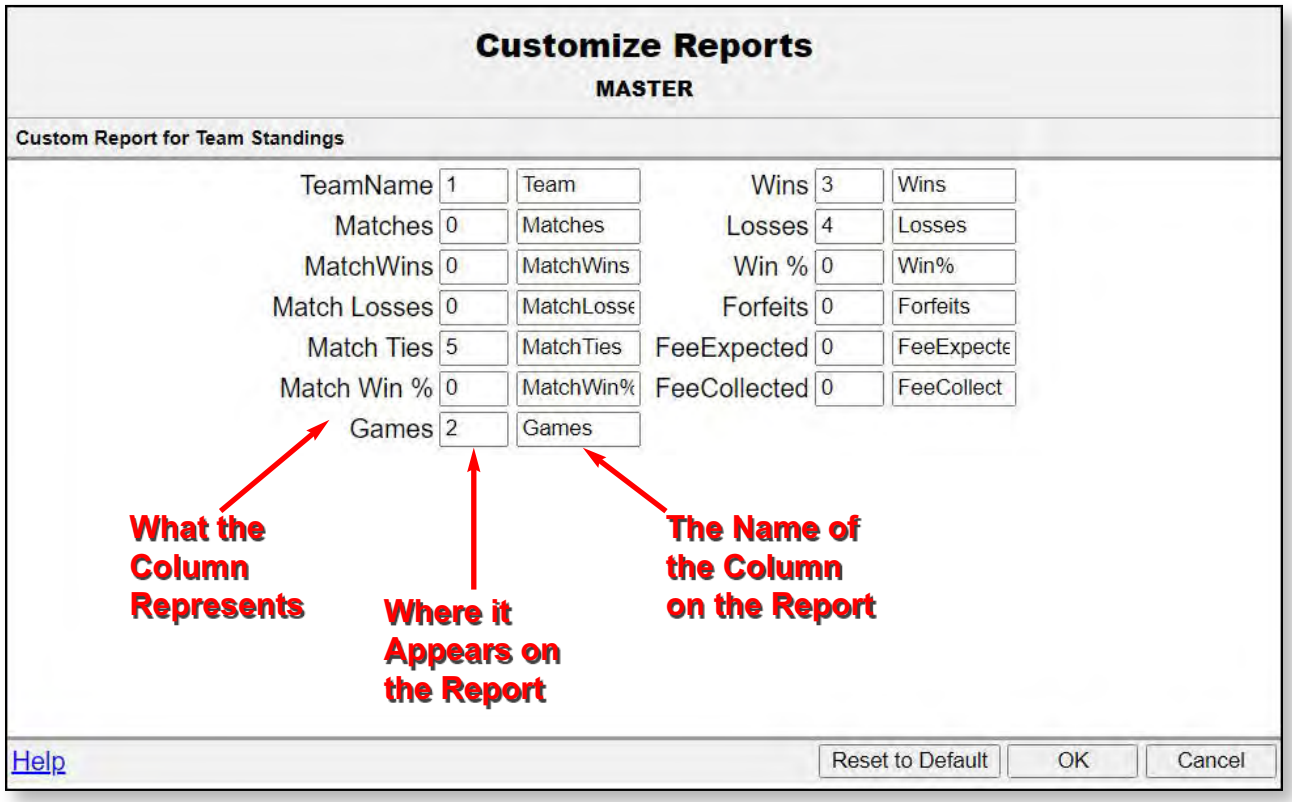
To change where that column appears on the report, just change the number. For instance, if we wanted the number of games to come after the Wins. You just change Wins to 2 and Games to 3. To remove a column from the report all together, use 0.



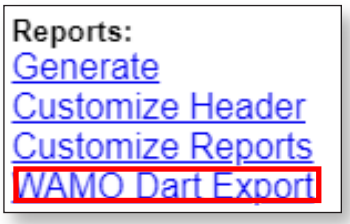
So we know what the data is thanks to the leftmost column. Where we put it on the report thanks to the center column. But what's the right column for? The one labeled The Name of the Column on the Report.

Well, that is for you to change what that column says on the report. Lets say your area calls certain feats by a different name or you want to be more clear. For instance: instead of calling “Matches” just that, you could say “# of Matches”. It can literally be anything you want. Just remember you are limited on space. Roughly 10 characters.

Note on Customize Reports and Customize Headers

Both of these menus are in MASTER and specific leagues. This is to allow you to create a default header or report setup for your entire route. And then, if you so desire, you can make adjustments in any individual league. This allows for further customization.

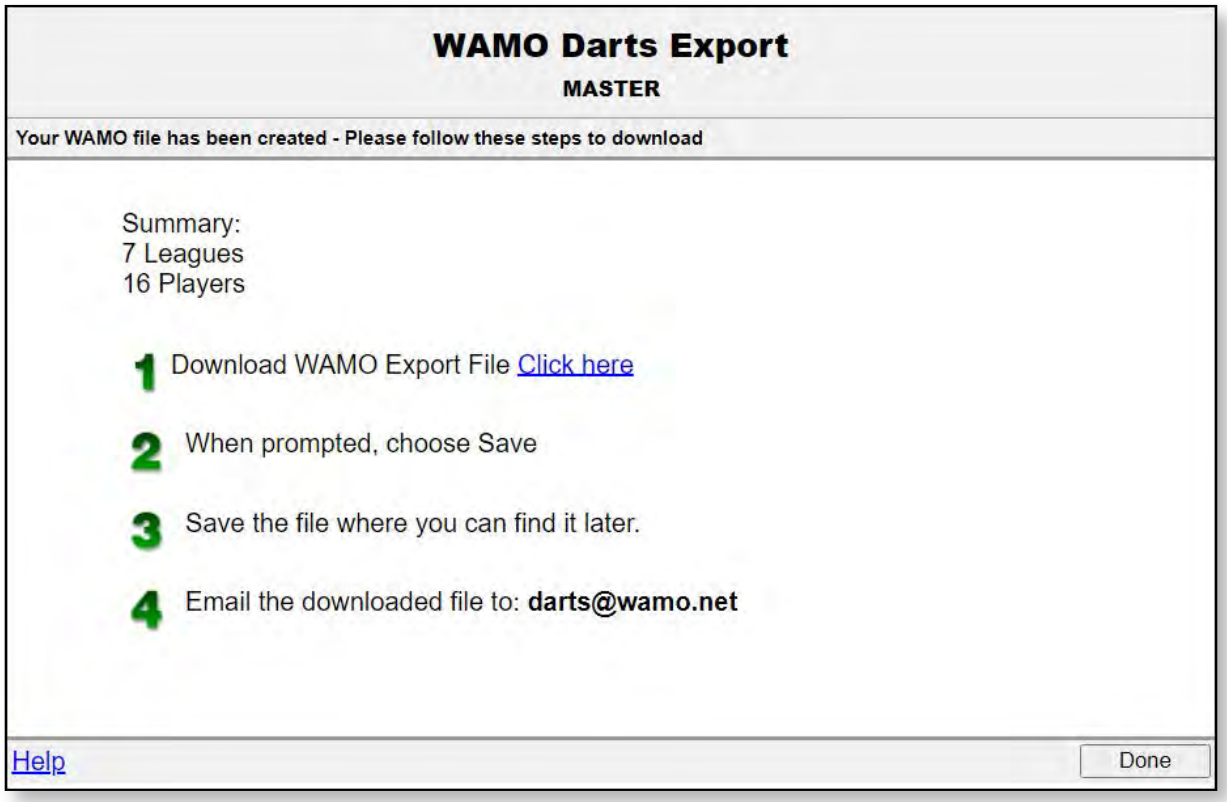
WAMO Dart Export



WAMO stands for Wisconsin Amusement and Music Operator Inc. It is a company that runs tournaments and sanctions players in Wisconsin USA.

It collects player data from all active dart leagues and creates a downloadable text file. This file contains every player in those leagues, their stats, player code and contact info. This text file can then be loaded into an excel program and the data will be sorted out correctly.

This is often used by associations like WAMO to quickly gather player data for ranking purposes.



Brad Says: While we did create this specifically for WAMO, anyone can use it. If you have need of the data in the format it provides, by all means use it. Just don't email it to darts@wamo.net.

Anatomy of a Report

As you may have seen, there are some print options on the report preview. These options give you various methods of displaying and downloading your report to use on websites. Lets go over them.

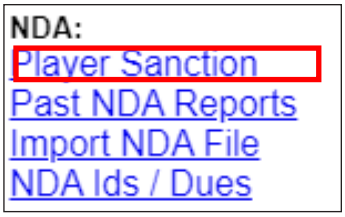
MASTER:NDA

The NDAs very own section in LeagueLeader.

The National Dart Association, NDA, is the main governing body of electronic darts. They are dedicated to the standardization, recognition, promotion and growth of electronic dart competition worldwide. Operators and players belonging to the NDA receive several benefits. This section is about helping the NDA registering (we call it sanctioning) players.

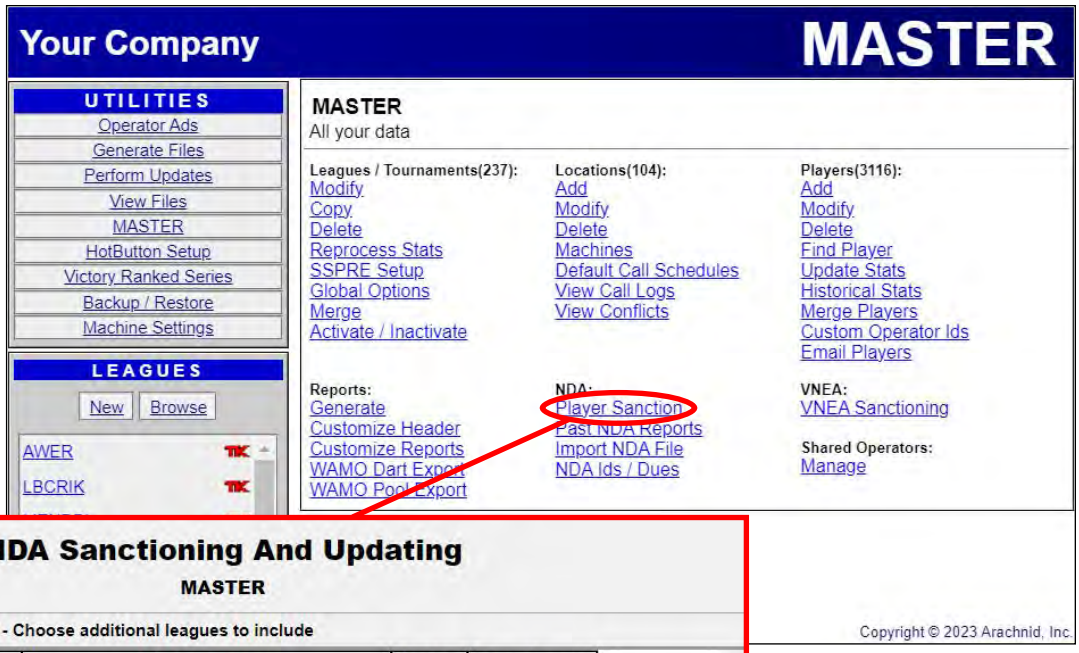
Player Sanctioning

When you sanction a player, you are basically telling the NDA that this player meets the requirements to join their association and to participate in their exclusive events.



The program automatically collects the proper data for the player and collates the necessary requirements. All you have to do is make sure the correct players are selected to be sanctioned. The directions below will help with that.

1 Click on Player Sanction.

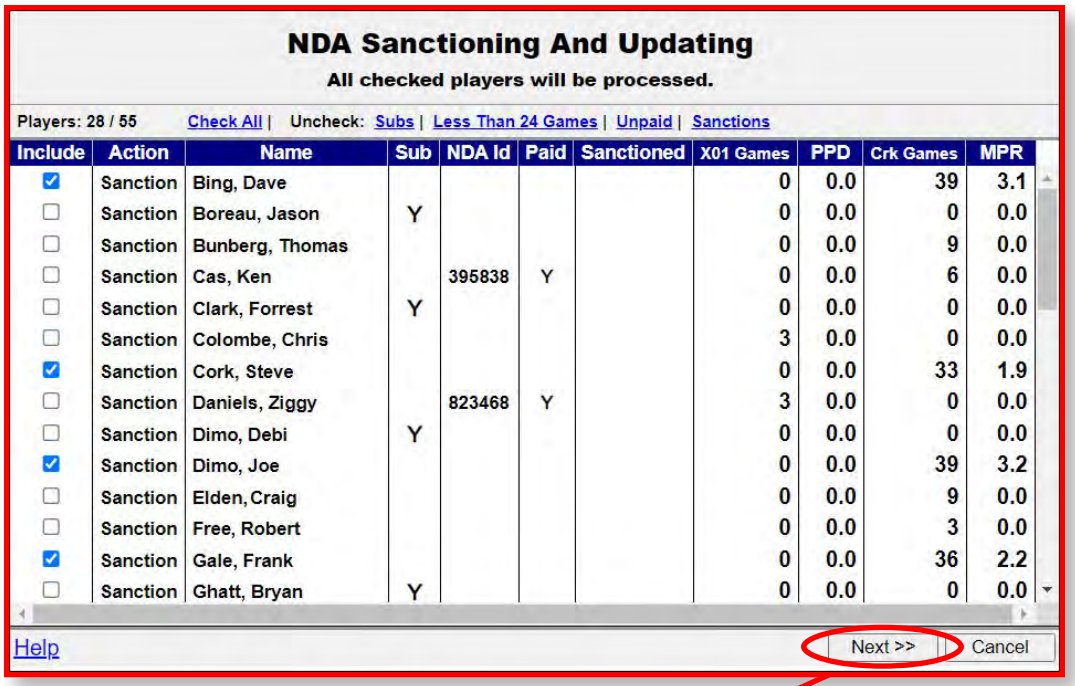


2 Select the leagues that have players that you want to sanction.

Note: Just because you select a specific league doesn't mean you have to sanction every player. Also, if a player is in multiple leagues, they will be combined into one player for sanctioning purposes.

Brad Says: There is a way to have leagues automatically selected for sanctioning. It's in Leagues->Modify when you create the league. Check out the League Creation Manual to learn about it.

3 Select the players you want to sanction.
4 Click Next.



5 Follow the instructions on the page.
6 Once done, click the OK button.
7 Email WAMO and attach the file.

And thats it in a nutshell. Select the league. Select the Player. Download file. Send to WAMO. Now of course there are nuances to these instructions. Like who do you choose to sanction. Surely not everyone. What about substitutes and players without complete names? The next section will go over some tricks to help you out.

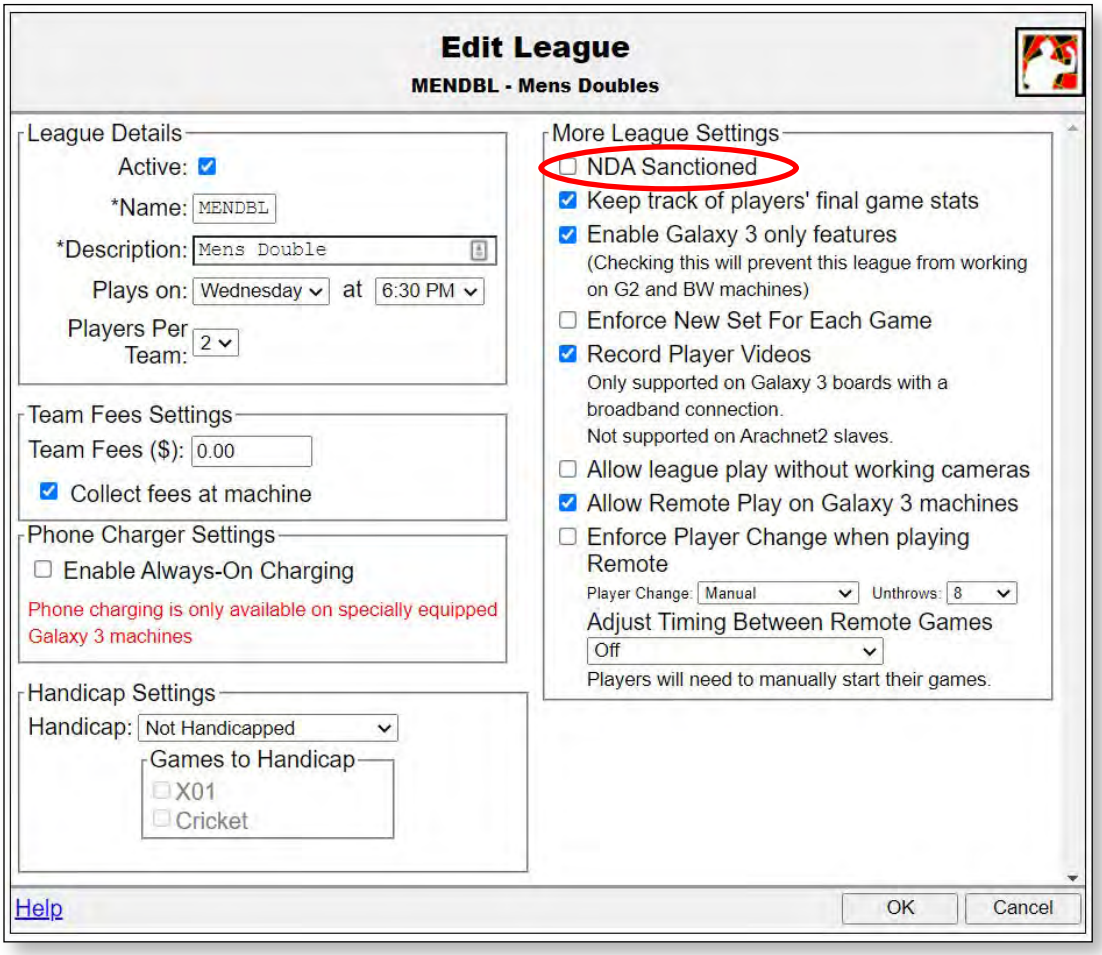
NDA Sanctioning Tips

As you saw, sanctioning is pretty straight forward. Unfortunately, the more leagues and players you have, the harder it gets. LeagueLeader has a few options to help make things easier. The first trick can be found when creating the league.

NDA Sanction During League Creation

There is an option when creating a league called NDA Sanctioned. By selecting this option, EVERY player will be automatically selected to be sanctioned by the NDA. It doesn't matter if they have enough games or are subs. Every player is selected.

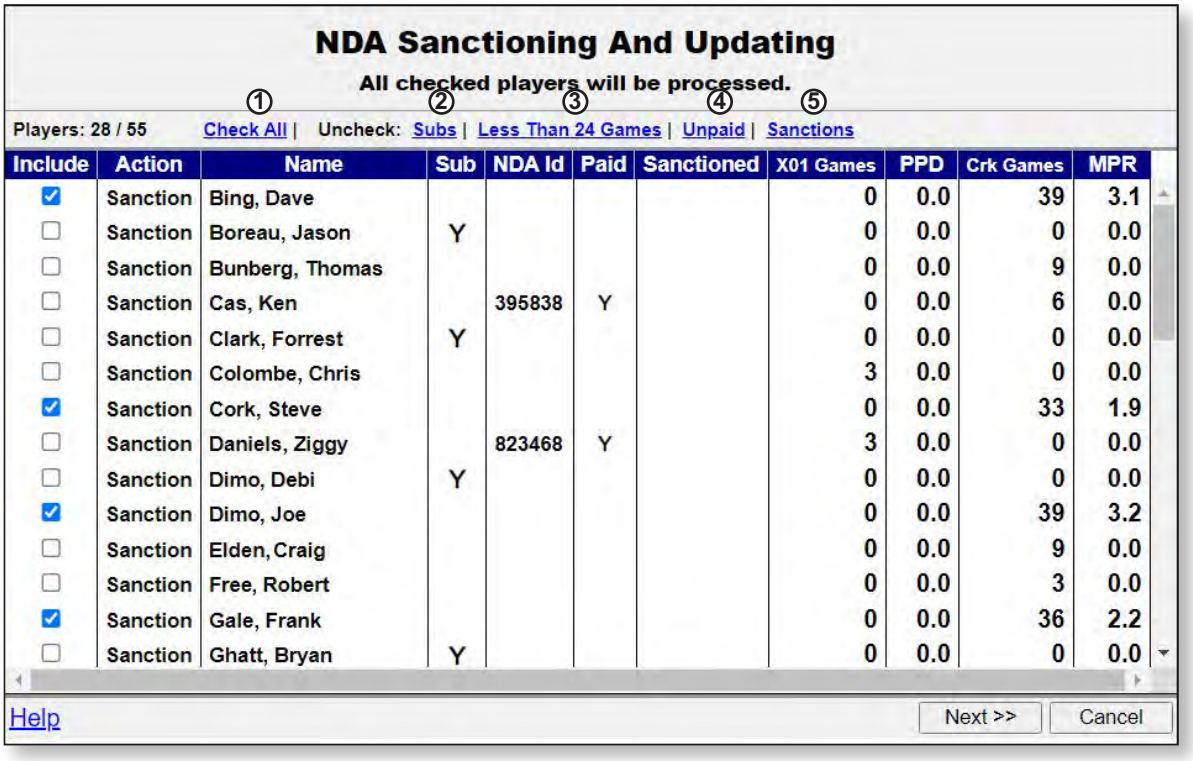
Unless you do want every player sanctioned, then you will have to remove the players you don't want to sanction when you go through the NDA Sanctioning process. Good thing LeagueLeader has options for that as well.



Brad Says: This option can also be turned on after a league is created. Just go to **Edit** under the Leagues column. It will look the same as when you created the league.

Options During NDA Sanctioning

There are several useful options to help you during NDA Sanctioning. Most will remove players that don't fit a certain criteria. A few will only select players with certain criteria. Either way, it will help speed up the process.



1 As the name suggests, the **Check All** option will mark every player in the list regardless of their status in the league or if they even have all of the requirements.

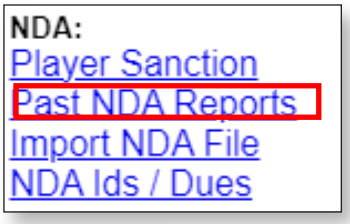
2 Clicking **Subs** will display all players listed as a substitute. From here, you can pick and choose whom to select. If you had already Checked All, then these will also be automatically checked. Just uncheck the ones you don't want.

3 One of the player requirements to be sanctioned by the NDA is that they need to have played at least 24 games. Click the option **Less than 24 Games** to display all players with less than 24 games.

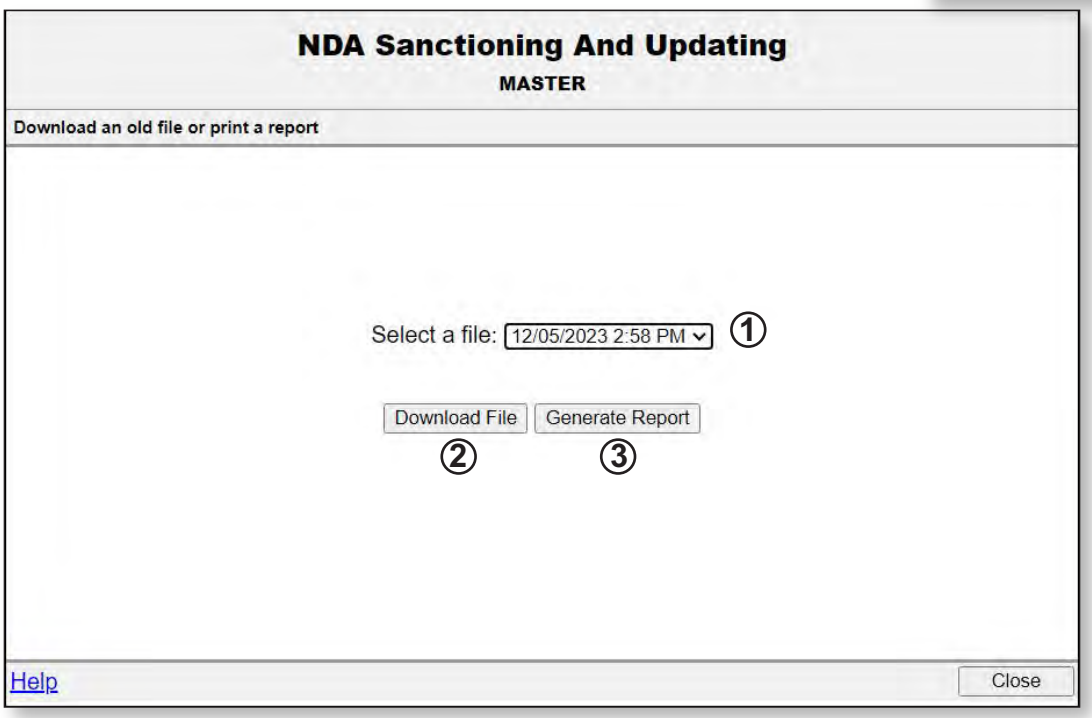
4 Players that are sanctioned by the NDA, pay dues to the organization. They can either pay the NDA directly, or they can pay through you. If players pay through you, then click **Unpaid** to display all players that have not paid yet.

5 You can also use NDA Sanctioning to update the NDA of your players games and stats. If you aren't sanctioning new players, just updating existing ones, then click **Sanctions** to display all of the players that need to be sanctioned. By unchecking these players you will be left with only the players that are going to be Updated.

Past NDA Reports



LeagueLeader keeps records of your past NDA Sanctioning. This is just in case the NDA wants an old file or, if you want to look up a past player.

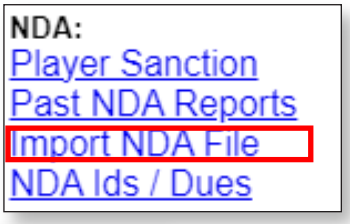


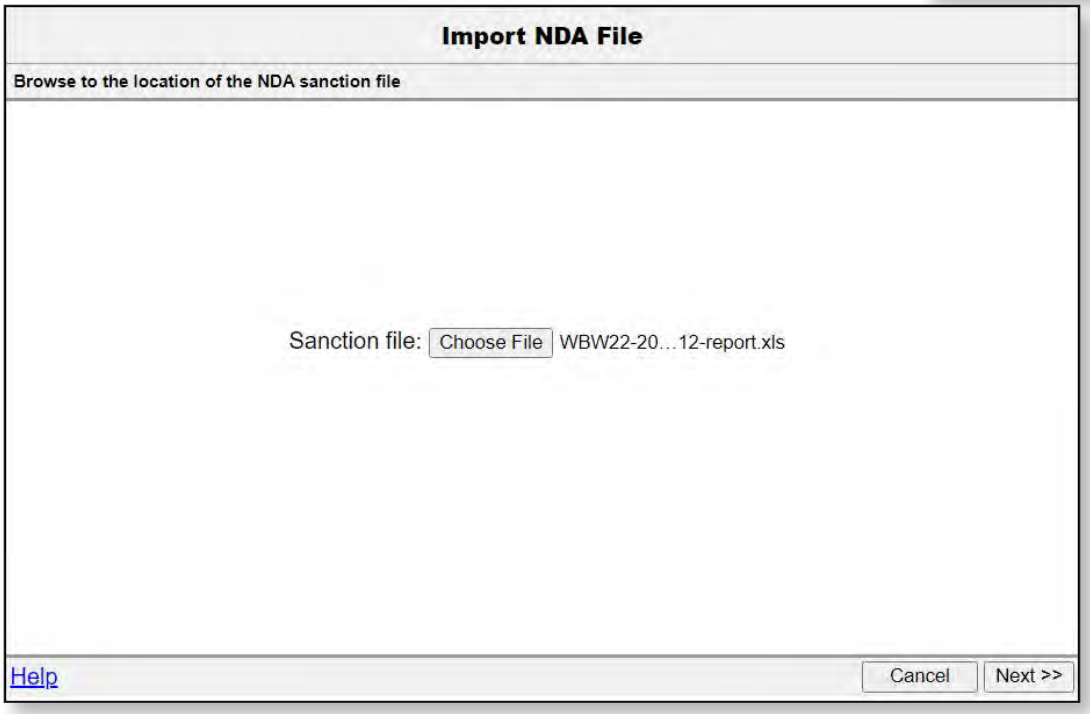
1 Use the dropdown box to select any of your old NDA sanctioned files.
2 Click **Download File** to download the exact file you sent to the NDA after you generated that particular NDA Report. This file really isn't meant for people to read, use **Generate Report** for that.
3 Click **Generate Report** to print a "human readable" version of the NDA file.

Brad Says: Just so you know, LeagueLeader never deletes these reports. They are kept on our server forever basically. Just keep that in mind when you look at the drop down box. They are, however, in descending order. Meaning the newest report will always be on top followed by the second newest and so on.

Import NDA File

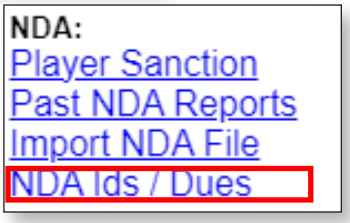
After the NDA gets your Player Sanction File, they put it through their system and generate the new player ID's, update payment and stats. They will then send you a file that you can import into LeagueLeader to update your information without having to retype everything.

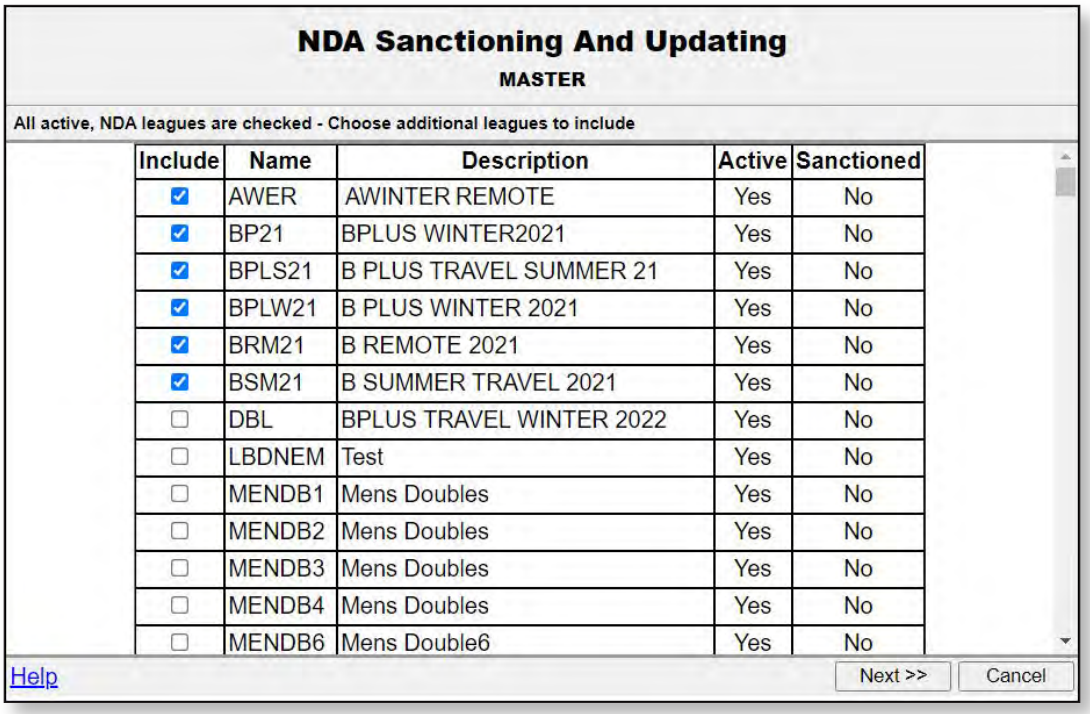




NDA IDs/Dues

If you dont get a file from the NDA or you just have a few players to change/update, you can use the NDA IDs/Dues section to update all of you Players at once. Like a lot of the NDA menus, you need to select the leagues first. This VASTLY reduces the number of players in the list. Click Next when you are ready.



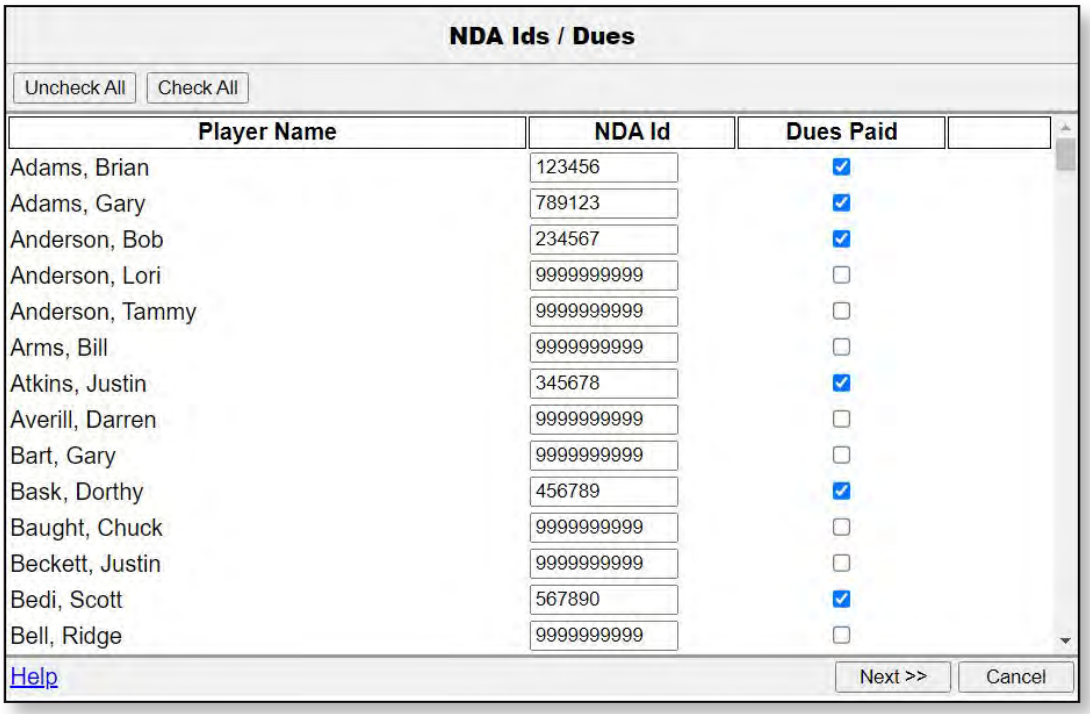


After selecting the league, you will get a list of every player in the leagues you have selected. If a player is in multiple leagues, they will only show up once.

The fields under the NDA ID are editable. Meaning you can change them to whatever you want. We suggest you put in the NDA ID if you know it. The name is not editable unfortunately. If you see a “duplicate player”, like maybe a female player got married and changed her name at the NDA but not with you, you can't change it here. That has to be done under Player Modify.

As for the Dues Paid column, that's just to let you know if they paid. If you do know, and it's unchecked, just check the box.

Click Next when you are all done.



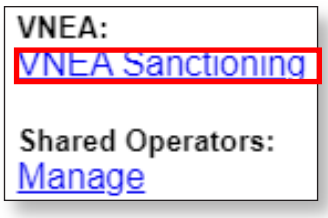
Brad Says: You may notice some fields say 9999999999. That's not an actual NDA Player code. That's really just a placeholder. It’s exactly 100 characters long which means that's how many characters the NDA gets to work with. Not that they have even reached that limit yet. But, if they do, we’ll just change it.

MASTER:VNEA Sanctioning and Shared Operators

VNEA Pool sanctioning and Sharing Operators in one chapter.

These two sections are comparatively smaller than the rest, but no less important. The VNEA Pool Section is like NDA Sanctioning but for pool players. Whereas the Shared Operators is something useful to a specific customer type. Read their specific sections to find out more.

VNEA Sanctioning



The Valley National 8-Ball League Association, or VNEA for short, is like the NDA but for pool. Players can get perks, like invites to a huge tournament every year, and their averages get known to the world. Just like with NDA Sanctioning, LeagueLeader provides a way to quickly gather the player data and send that to the VNEA. This is how you do that:

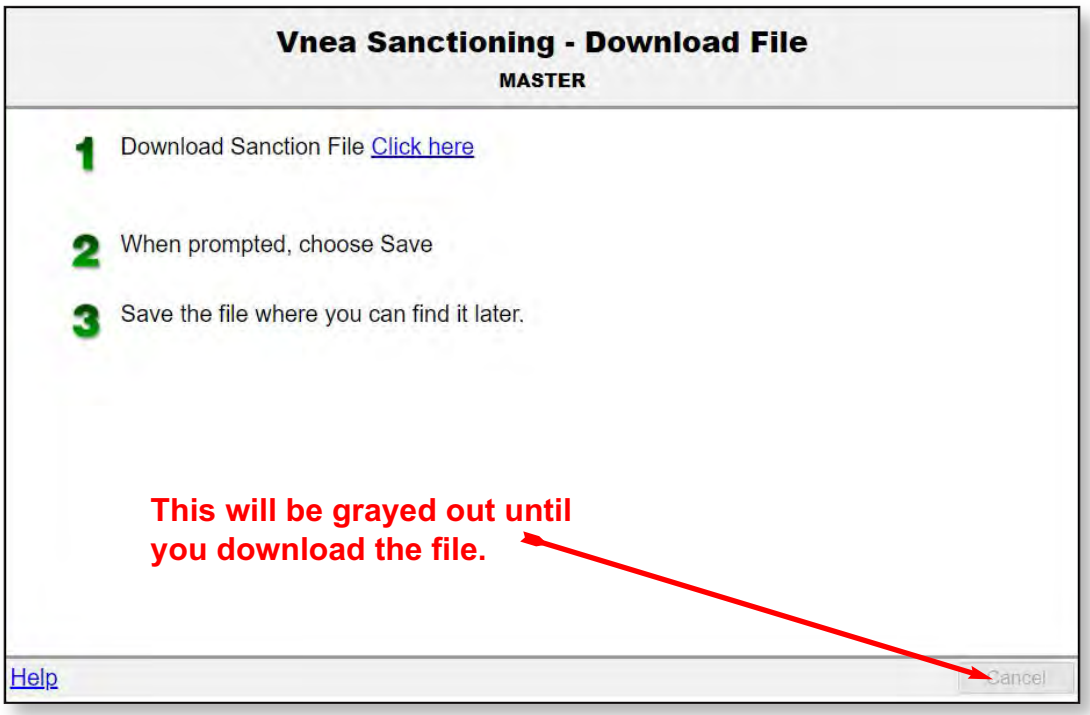
1 After selecting VNEA Sanctioning, you will get a list of your pool leagues. Select the ones with the players that you want to sanction. If a player is in more than one league, they will only show up once. Click Next when ready.

2 The next menu will list all of the players with incomplete names. From here you can edit the players if you know who they are or just click Next. Players without competing names will not show up on the final selection list.

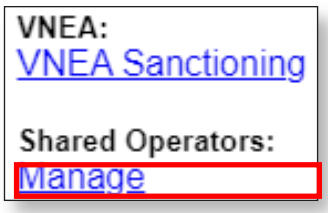
3 Select the players you want to sanction by clicking the checkbox under the Include column. Once you have selected all the players you want to sanction, click the Next button.

4 The last thing you will need to do is download the file and send that to the VNEA. Just like NDA Sanctioning, click on the “Click Here” link and locate the file.

5 Download it to a place that you can locate later and then send to the VNEA.



Shared Operators: Manage

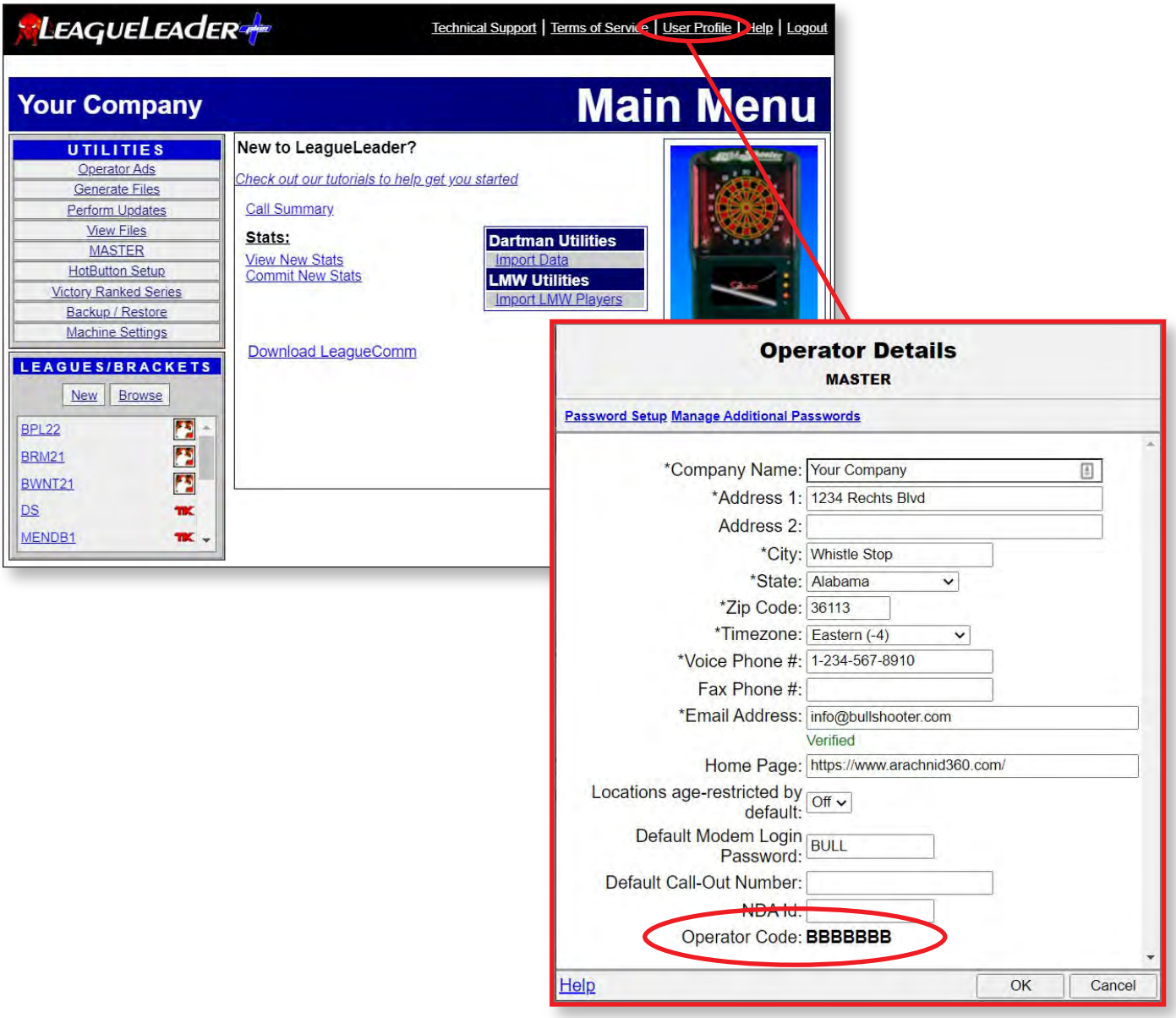


A little while ago, Arachnid introduced an option for TKBrackets called Operator Codes. Essentially it's like a location share code except you can use ALL of an Operators machines. This ONLY works for TKBrackets though. You still need Location Share Codes for leagues.

The reason is so that you can elect to run tournaments on only a select few machines instead of every machine which is standard. This section is how you can manage those codes. But first, I'll explain where to find them.

Finding Your Operator Code

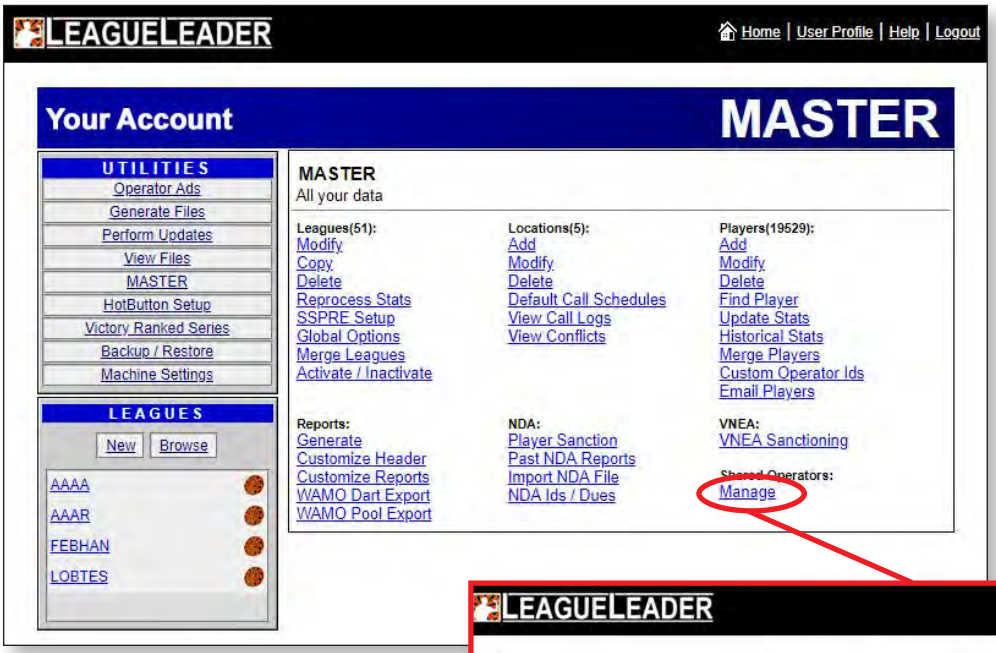
The Operator Code is located in the User Profile, which you can only access from the Main Menu/Home screen.



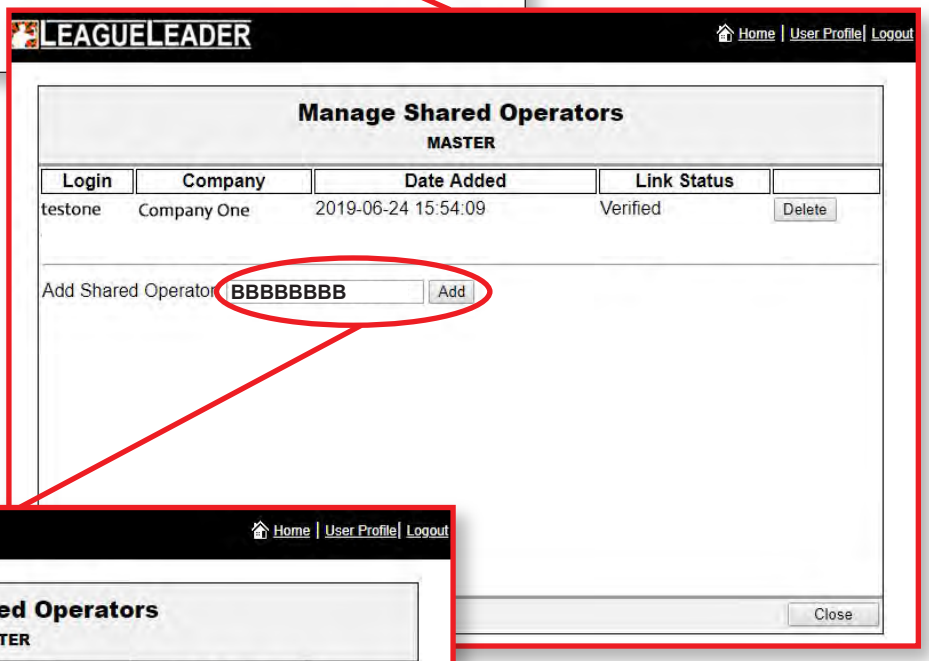
The idea is, that if you want to limit a tournament to specific operators, have those operators give you their Operator Code. You can then add them to your LeagueLeader account, as shown in the next section. A tournament can then be restricted to specific operators (see page 14 and Page 58 inn the TKBracket Manual).

Adding an Operator Code to TK Brackets

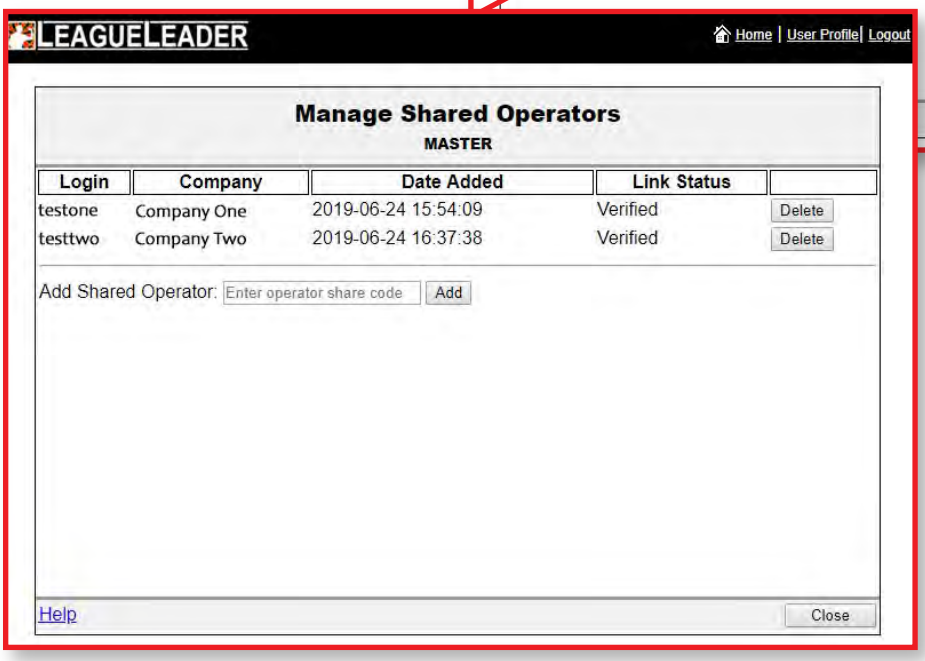
You add operator codes to your LeagureLeader account through the MASTER menu. As veteran users of LeagueLeader know, MASTER is basically a hub for all of your data. Operator Codes are no different.



Under the Shared Operators column, choose **Manage**.



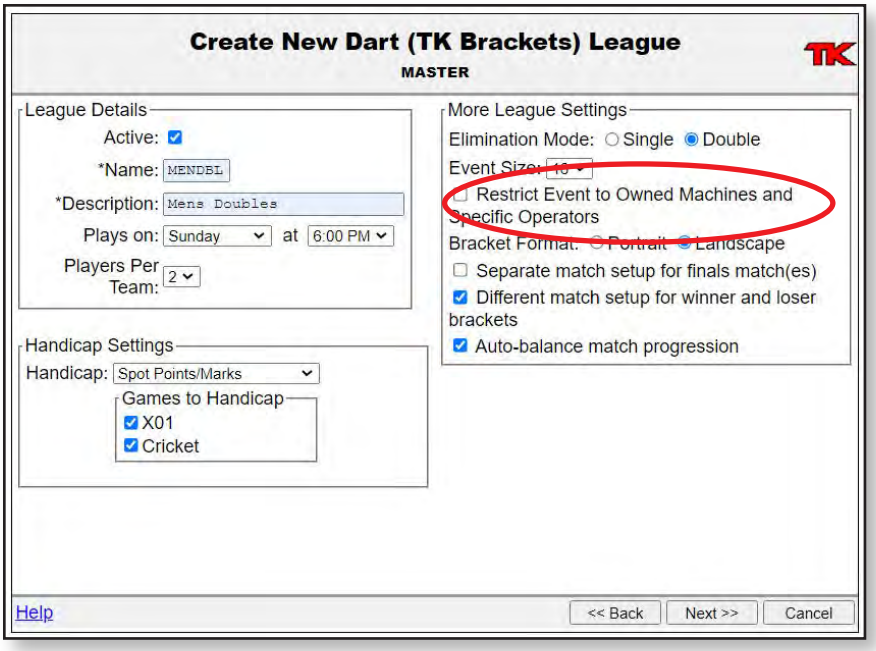
Enter in the code the operator provided and then click the **Add** button.



Once you are done adding any Operator Codes you have, click the **Close** button.

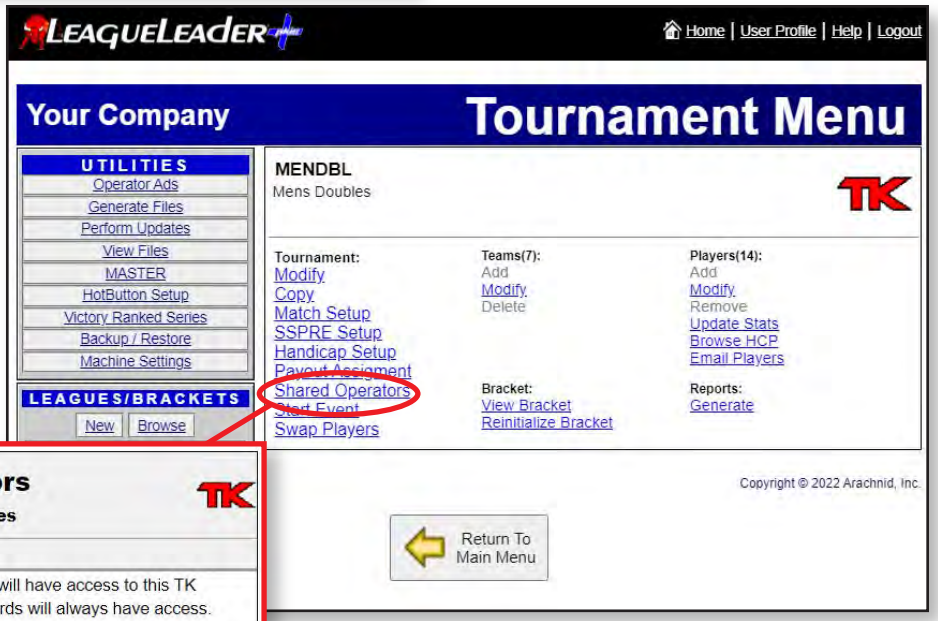
The Purpose of Operator Codes

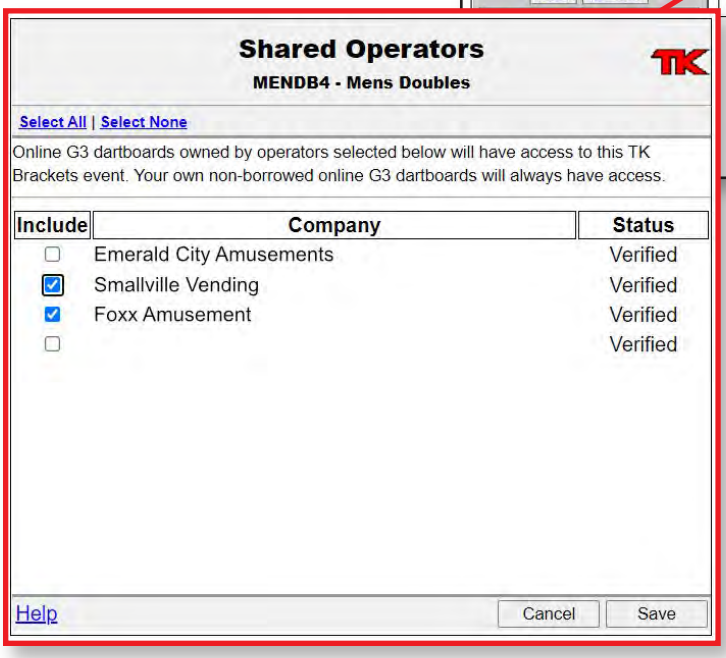
As we said earlier, this allows you to assign events to specific locations instead of allowing a player to sign in from anywhere. Once the Operator Code is in, here is all you have to do:



At the beginning of creating the Bracket, you have the option of selecting **Restrict Event to Owned Machines and Specific Operators**.

This gives you an extra option in the Tournament Menu: **Shared Operators**.





Simply select the operators you want this tournament going to. The tournament will ONLY be available at the locations associated with the selected operators and your locations.

Appendix 1: All Reports

This section contains explanations of every report in LeagueLeader. It's a huge section which is why it's here.

Use the "Table of Contents" below to find the report you want to know more about. A lot of the reports don't have options or, if they do, the options are self explanatory once you know what the report does. Some reports have a lot of options and these are all pointed out and explained.

- **Schedule Reports** **108**
  - **S**chedule Report 108
  - Home/Away Report 110
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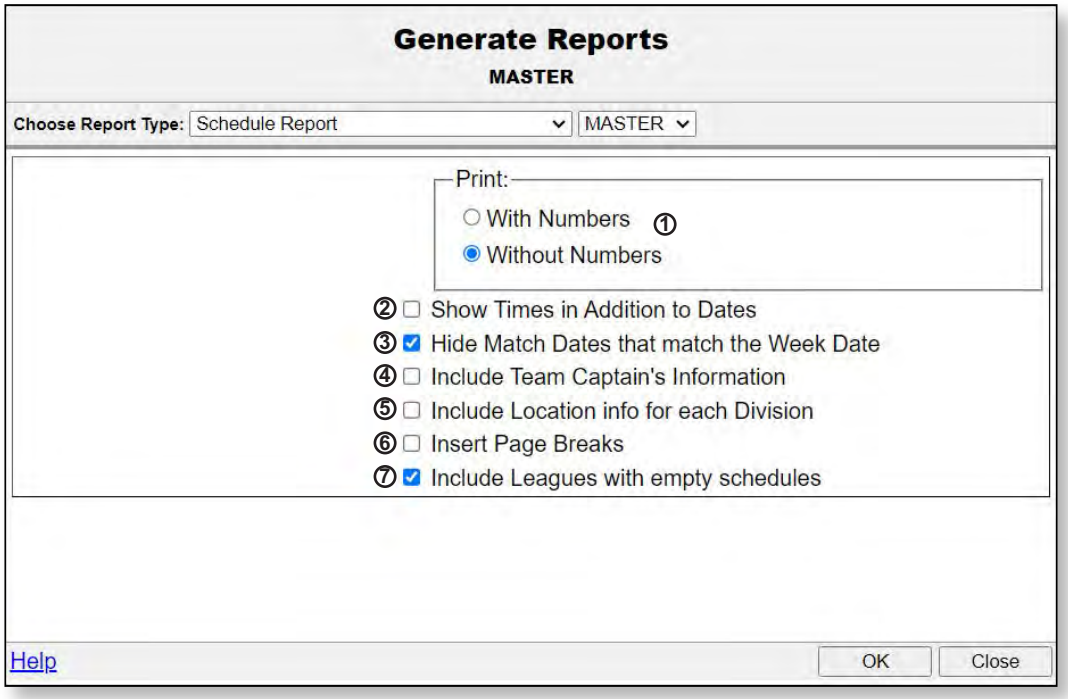
Schedule Reports Section

Schedule Report

This is the report you want to run if you want to print the report on paper or put on your website. It prints out a stylized report that displays the schedule you have created in the league. If generated from a specific league, it only displays that league's schedule. If generated in master, it prints ALL of the schedules. Here is an explanation of the options:



1 The **Print** section gives you two styles: With Numbers and Without Numbers. We get a lot of confusion on this so I will explain it in better detail in the next section.
2 The option, **Show Times in Addition to Dates**, will display the time the match starts as well as the date. Most matches start at the same time so this isn't used all that much.
3 The option, **Hide Match Dates that Match the Week Date**, does just that. If it were unselected, the dates for each match will be listed alongside each match.
4 The option, **Include Captains Information**, is very useful. It makes the report a bit long, but it basically lists a way to contact the opposing team directly on the schedule. Granted, that also means that their info is on the Galaxy 3 and accessible to any random person.
5 Another useful option, **Include Location Info for Each Division**, lists contact information for the locations. Making it easy to find out where you are going next.
6 Use the option, **Insert Page Breaks**, when printing. This will make a more coherent report.
7 The option, **Include Leagues with Empty Schedules**, is only found in MASTER. and it does what it says. When you print the schedule from MASTER it shows all schedules even the ones missing data.

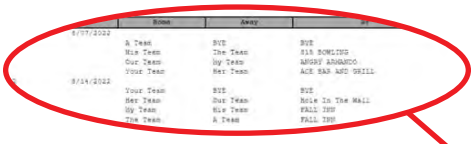
With Numbers vs Without Numbers

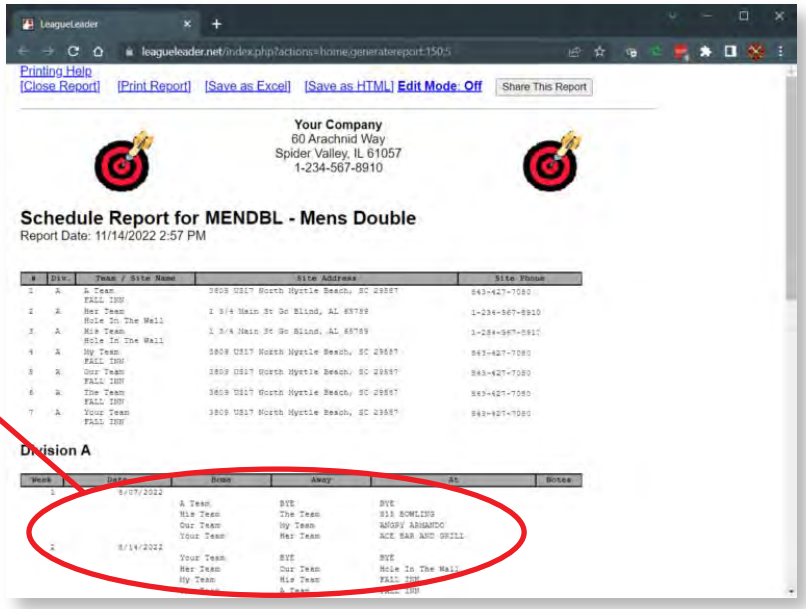
A question we get a lot is: “What does ‘Schedule Without Numbers’ mean?”

Basically, there are 2 ways in which a report can look, with or without numbers. It is a bit confusing so thats why this section exists. Here is the break down:

Without Numbers

“Without Numbers” is short for; Displaying a match using both teams names and the location they are shooting at. If you think of a sports schedule, this is what usually comes to mind. It’s easy to read and understand but can be lengthy.



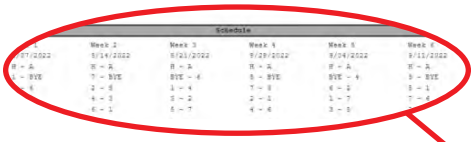


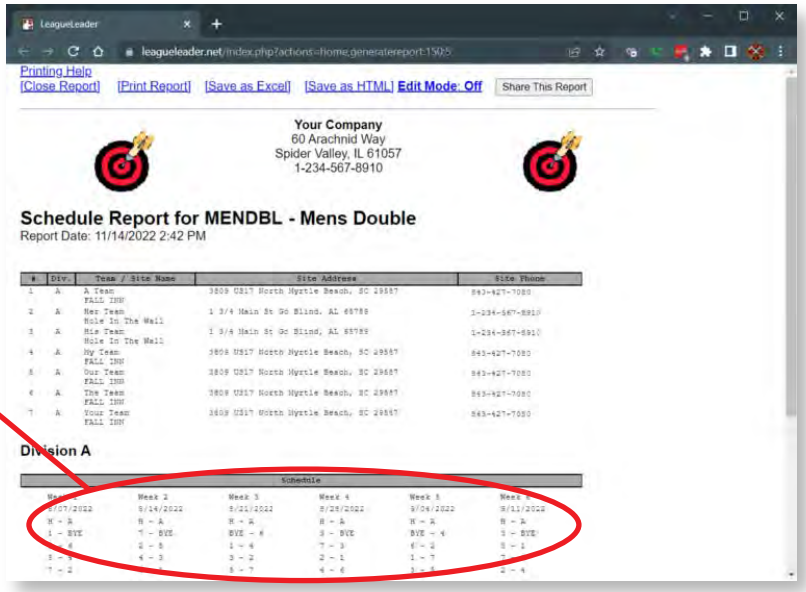
As you can see, it follows this pattern:

Home Team vs. Away Team at Location

With Numbers

“With Numbers” assigns all the teams a number and then prints the schedule only using the numbers. There are no team names and no location names. It’s good for a quick reference but lacks coherent information.





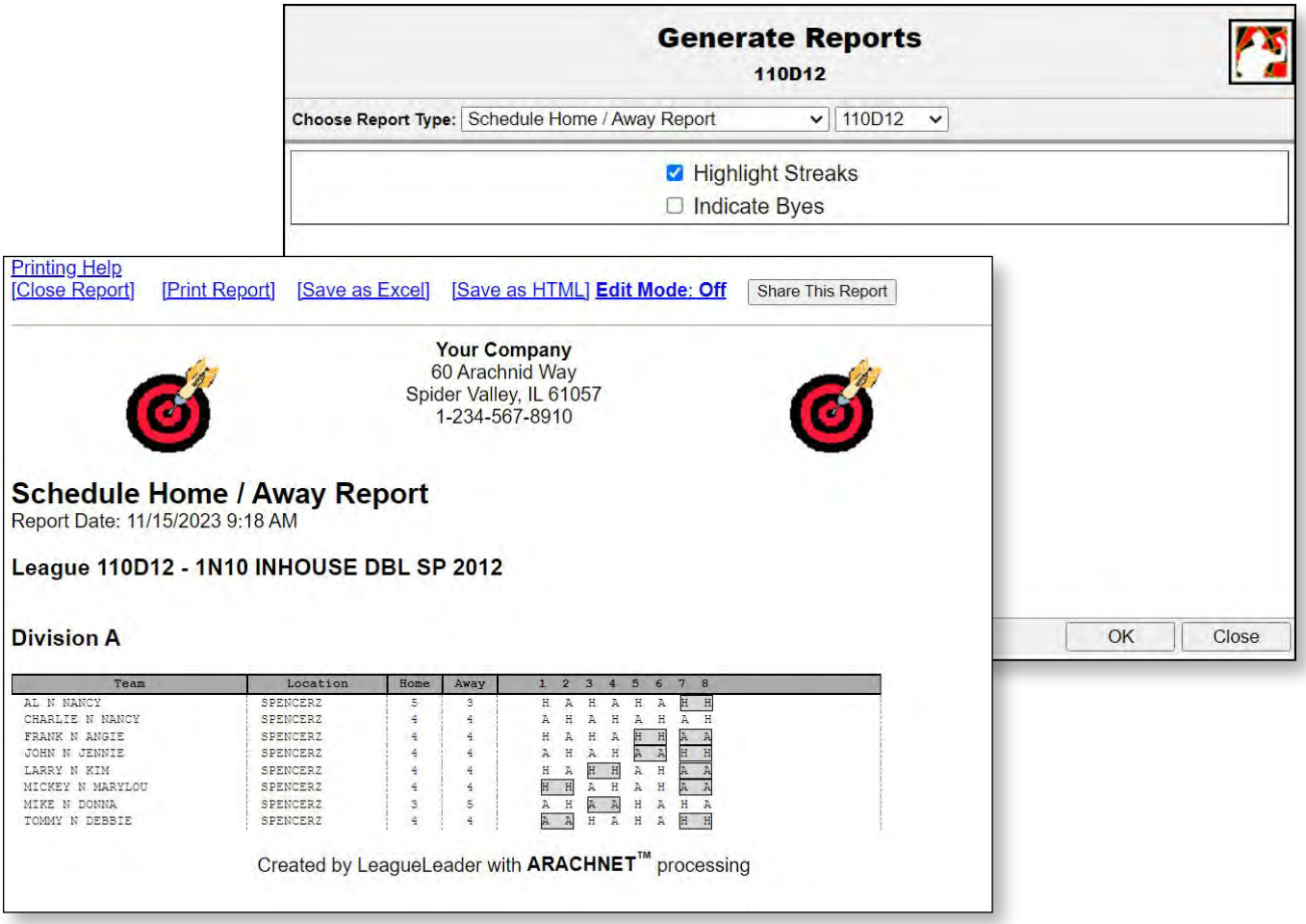
When a team drops out, the next team in line gets the dropped team's number.

For instance: In the example above, if the team “His Team” (number 3) drops out, the team “My Team” becomes the new team 3. While this doesn’t regenerate a new schedule, it will look like it did to anyone that doesn’t understand what happened.

Schedule Home/Away Report

In a league, especially a traveling league, it is important that each location has an equal amount of matches in their bar. This report will display what the current Home/Away ratio is for all the locations in your league.

Note: You'll only find this report in a specific league. There is no MASTER equivalent.



- If you have **Highlight Streaks** on, any group of the same type, Home (H) or Away (A), will be highlighted in a light gray.
- With **Indicate Byes** on, Every week that has a BYE will be labeled with a B.

Brad Says: Why is it important for locations to have an equal amount of home and aways? For starters, when you run a league, you are basically making a deal with the location that they will have a team in their location on a certain night. This isn't always possible of course. In traveling leagues, teams switch locations frequently. But, they do want that extra cash flow as much as possible.

Secondly, many players have a special connection to their home bar and would feel more confident playing out of it. Sometimes its even a superstition. Either way, they chose that bar as home for a reason and want to play out of it from time to time.

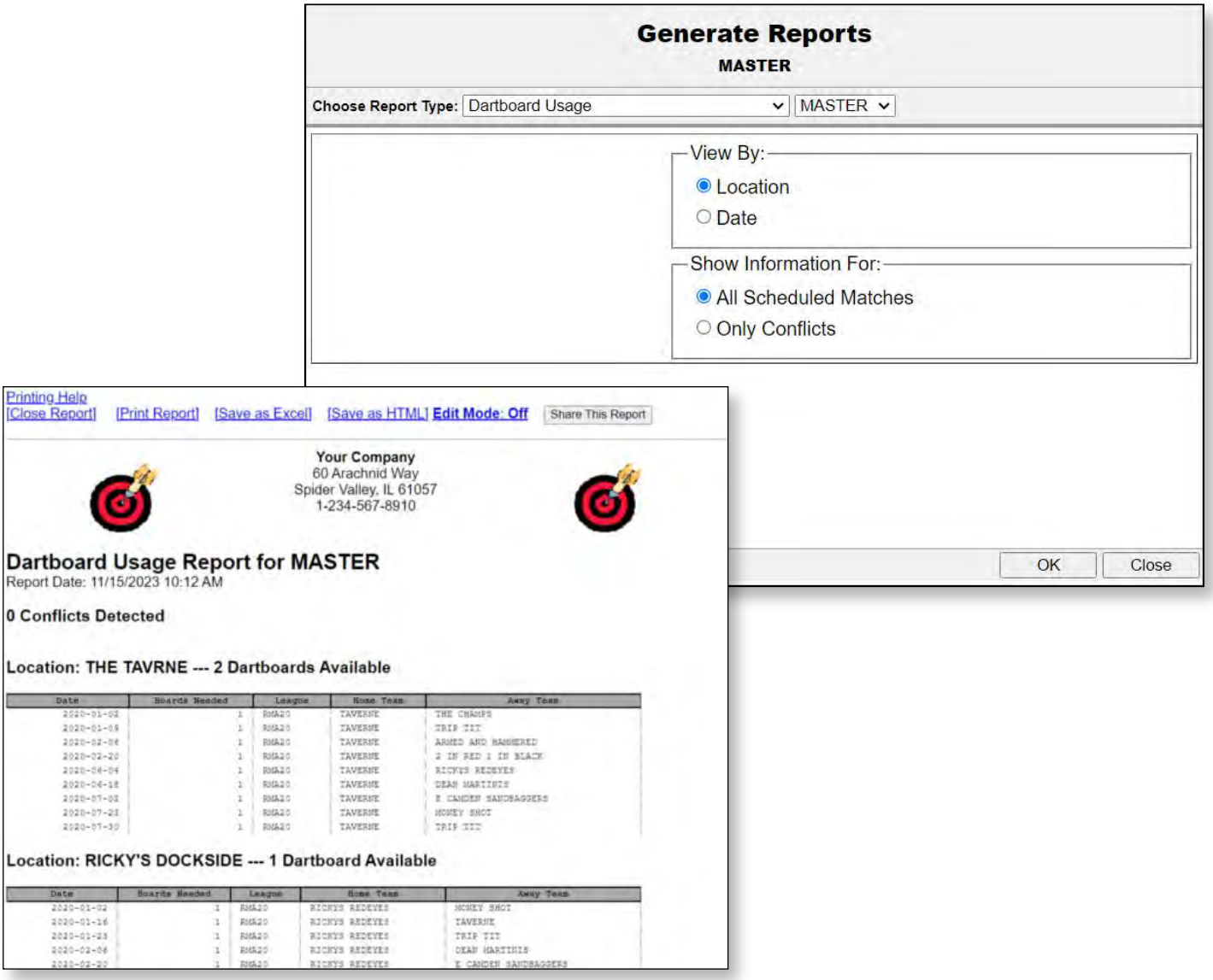
Now, this really doesn't matter with Remote Leagues because the teams are at their home location all the time. This report is just useful for leagues where the teams move between locations.

Machine Usage Reports

Each type of machine that you can have in LeagueLeader has what's called a Usage Report. It displays how many machines of that type a location has, which league it's in and how many machines are needed for that league as well as any being used.

In a specific league, it only shows the relevant locations. In MASTER, however, it shows ALL locations in a league. So, if you are curious and want to use this report to see if there aren't issues, it might be easier to do it from a specific league.

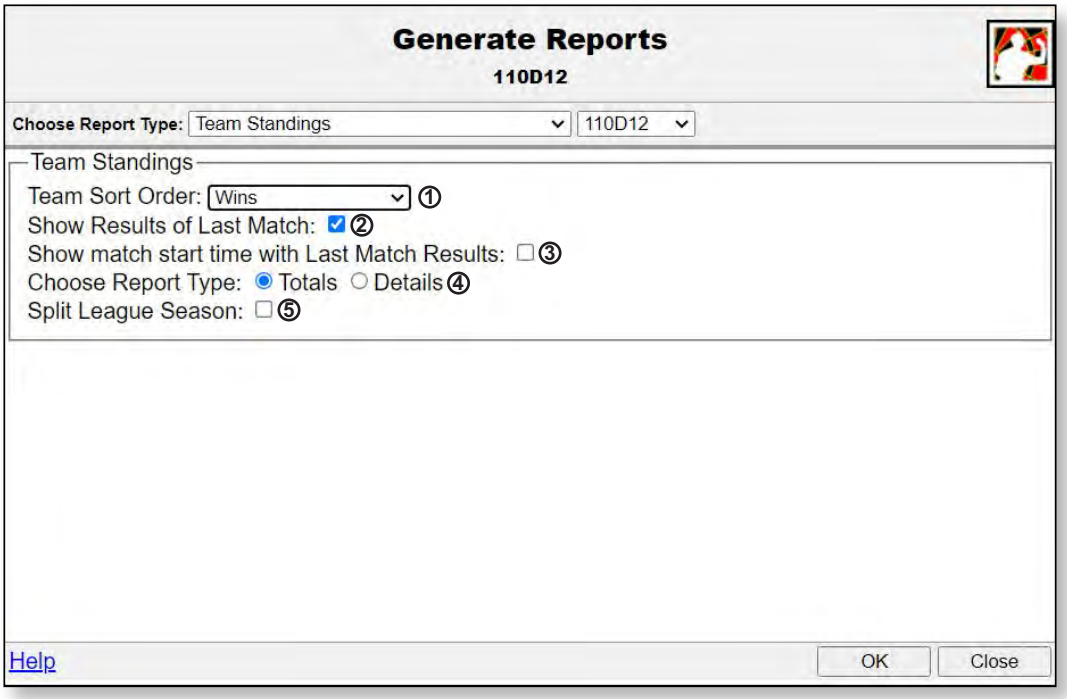
Note: The sample images below show darts. Because all the settings are the same for each machine type and the report looks similar as well. I didn't think it relevant to go over every machine type basically saying the same thing.



League/Bracket Reports Section

Team Standings Report

Probably one of the most important things to a player, besides winning, is their stats. Team Stats and individual Player Stats being the top most important aspect of playing a league. The first in the list is team stats. This doesn't show individual player stats, just the team as a whole. There are a few settings available so let's go over those.

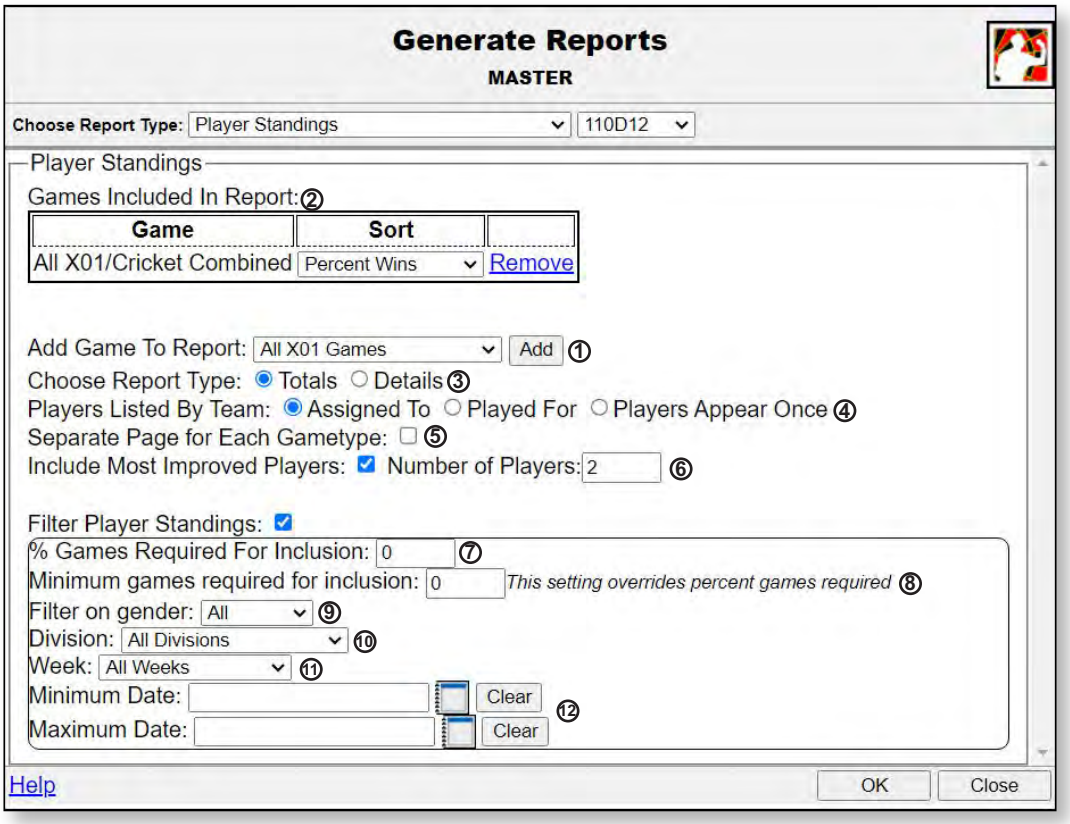


1 The **Team Sort Order** setting lets you decide how the teams will be listed in the report.
   - The *Percent Wins* sort setting will list the teams by their percentage games they won. This is like the Wins setting but slightly different.
   - The *Wins* sort setting will list the teams by the number of games they won. This is like the *Percent Wins* setting but slightly different.
   - When you sort by *Name*, the teams will be listed in alphabetical order.
   - To sort by the percentage of matches a team won, choose the setting *Percent Match Wins*.
   - The *Match Wins* setting sorts teams by how many matches they won. This is not the same as *Game Wins*.
2 The option to **Show results of the Last Match** literally shows the stats from the last match each team played.
3 If you selected **Show match start time with Last Match Details**, the exact time each match started will be displayed alongside their stats.
4 With the **Report Type** options, you have a choice of showing a condensed version of the data versus a game by game account of the match.
   - Select *Totals* if you want a nice condensed version of the stats. Each team has their own line and all the stats from the entire league are totaled together.
   - Selecting *Details* will split the stats into individual sets per match. This can get lengthy. Depending on how long the league is and how it's set up, you could be looking at 10-50 pages for just team stats or more.
5 The option **Split League Season** lets you choose the dates you want to see team stats. Say, if you just want to see the first two weeks of stats, choose the date for week one as the starting date and the date for week two as the ending date.

Player Standings Report

As you may have guessed, the Player Standings report only shows player stats. There are no Team Stats listed in this report. If you are looking for a combined Team and Player report, look at Location Stats.

The Player Standings report is the only stats report that is also found in MASTER. Because of that, the image below reflects the MASTER version. It has a couple of different options but otherwise all the options and settings function the same in a specific league as well.



1. To get an accurate report for player stats, you will need to tell the program which game/games you want on the report. To do that, select the game using the drop down box by **Add Game To Report** and then click the **Add** button.
   - You can use specific games in the report, or you can use All X01/Cricket Combined to get everything on one line.
   - If you use different games, add each one individually. They will then be displayed on the report as different sections.
2. The section labeled **Games Included In Report**, displays the games you have chosen and gives you *Sort* options.
3. The **Choose Report Type** section is similar to the one in Location Stats. You need to select either *Totals* or *Details*.
   - Remember, *Totals* combines all the stats into one line where *Details* splits the stats into individual sets.
4. The **Players Listed By Team** section is a bit confusing so let me explain.
   - If you select *Assigned To*, the player will show up under any team they are assigned to in LeagueLeader. You can see them under Team>Modify in that specific league.
   - If you choose *Played For*, then that player will show up under every team they played for. It will look like the player was duplicated but it wasn't. It's just showing the stats they achieved playing under that team.

- The option *Player Appears Once* is only available in MASTER and does what it says. One line per player with all of their stats for that game type. No matter how many leagues the player is in or how many teams they are on, they will only show up once.

5. To give each game type their own page (or group of pages for extra long reports) use the option **Separate Page for Each Game type**.This does not work if you are using All X01/Cricket.
6. The **Most Improved Players** section is a way to highlight player achievements and gives new players a confidence boast. They can see all of their hard work paying off. You can have as many Most Improved players as you want, but remember, you really only want to show off the players that are getting better.

You can **Filter Player Standings** to give you more options or narrow down the data you see.

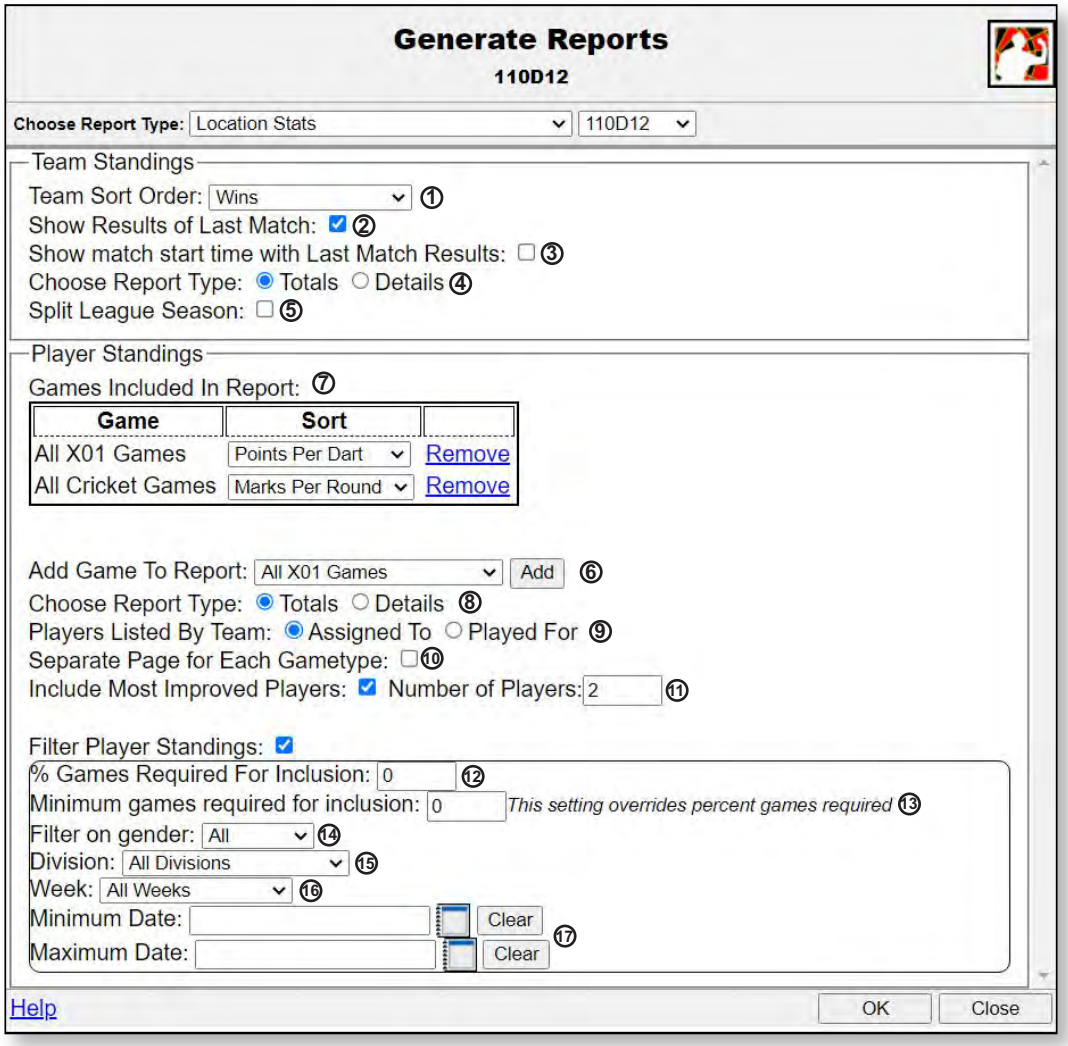
7. The option **% Games Required** is often used to reduce the number of substitutes in a report.
   - Enter a percentage (0 to 100) of the total games played before a player is included on the report. If a player has not played that percentage of games, their name and stats will not show up on the report.
   - A zero in this box will cause the program to print all players.
8. The **Minimum Games Required for inclusion** filter is another way to remove substitutes and one off players.
   - For example, you could say, the minimum number of games required for inclusion is more than 26 games. If each match is 13 games, then anyone that has played more than 2 matches will show up on the report.
9. The **Gender** filter is just that. You can choose which gender, male or female, to show on the report.
10. To print a specific **Division**, use the dropdown box and select the division that you want printed.
11. To print a specific **Week**, use the dropdown box and select the week number you want to print. A zero means all weeks.
12. The most used filters are **Minimum Date** and **Maximum Date**. As you may have guessed, these allow you to choose to display stats during a specific period of time. Keep in mind, in leagues, you already have a set time frame. Not setting these filters within that time period will give you no results. However, these settings are VERY useful in a MASTER Player Standings Report as you can imagine.

Location Stats and View Dartboard Standings

I bundled these two reports together because they use the exact same settings for their reports. No, they aren't the same report.They are different. Your Location Stats report can have vastly different settings than your View Dartboard Standings and look completely different. Let me explain:

- The Location Stats report is formatted to look clean and nice hanging on a bar wall or corkboard.
- The View Dartboard Standings report is a more simple design and meant to be viewed on the dartboard itself.

Both use the same type of settings and can be made independent of each other. I grouped them here so I wouldn't have to explain everything twice or for you to get bored because I copy and pasted. I'll show you examples of each in the coming pages. But first, I'll explain the settings. You'll notice they are almost exactly the same as the Team and Player reports.



1. The **Team Sort Order** setting lets you decide how the teams will be listed in the report.
   - The *Percent Wins* sort setting will list the teams by their percentage games they won. The *Wins* sort setting will list the teams by the number of games they won.
   - When you sort by *Name*, the teams will be listed in alphabetical order.
   - To sort by the percentage of matches a team won, choose the setting *Percent Match Wins*.
   - The *Match Wins* setting sorts teams by how many matches they won.

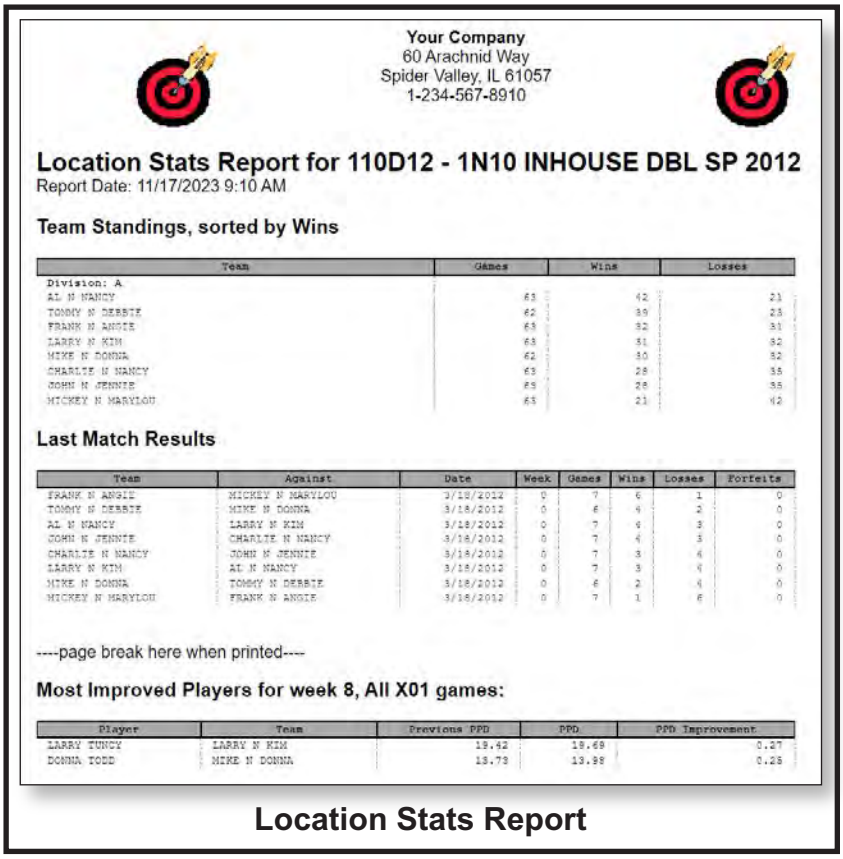
2. The option to **Show results of the Last Match** literally shows the stats from the last match each team played.
3. If you selected **Show match start time with Last Match Details**, the exact time each match started will be displayed alongside their stats.
4. With the **Report Type** options, you have a choice of showing a condensed version of the data versus a game by game account of the match.
   - Select *Totals* if you want a nice condensed version of the stats.
   - Selecting *Details* will split the stats into individual sets per match.
5. The option **Split League Season** lets you choose the dates you want to see team stats.
6. To get an accurate report for player stats, you will need to tell the program which game/games you want on the report. To do that, select the game using the drop down box by **Add Game To Report** and then click the **Add** button.
7. The section labeled **Games Included In Report**, displays the games you have chosen and gives you *Sort* options.
8. The **Choose Report Type** section is exactly like the one in Player Stats.
9. The **Players Listed By Team** section functions like Player Standings minus the Players Appear Once option.
10. Similar to the Player Standings report, the option **Separate Page for Each Game type** will give each game type their own page (or group of pages for extra long reports). It also gives the team information its own page. This is not a setting in View Dartboard Standings.
11. The **Most Improved Players** section is a way to highlight player achievements and gives new players a confidence boast.
12. The option **% Games Required** is often used to reduce the number of substitutes in a report.
13. The **Minimum Games Required for inclusion** filter is another way to remove substitutes and one off players.
14. The **Gender** filter is just that. You can choose which gender, male or female, to show on the report.
15. To print a specific **Division**, use the dropdown box and select the division that you want printed.
16. To print a specific **Week**, use the dropdown box and select the week number you want to print. A zero means all weeks.
17. The most used filters are **Minimum Date** and **Maximum Date**. Just like in Player Standings, these allow you to choose to display stats during a specific period of time.

Note: If these explanations seem familiar, yet missing some information, it's because the Location Stats and View Dartboard Standings reports are essentially Team Standings and Player Standings mashed together. The exact same settings can be found in their separate sections earlier in this chapter. Look there for more details if you need it.

Location Stats VS View Dartboard Standings

Here are examples of both reports so you can see the differences. I used the same data and the same settings for each.

The Location Stats look best either in an email to players, hanging on a corkboard at a location or simply handed out.



Your Company
60 Arachnid Way
Spider Valley, IL 61057
1-234-567-8910

Location Stats Report for 110D12 - 1N10 INHOUSE DBL SP 2012
Report Date: 11/17/2023 9:10 AM

Team Standings, sorted by Wins

Team	Games	Wins	Losses
Division: A			
AL N NANCY	63	42	21
TOMMY N DEBBIE	62	39	23
FRANK N ANGIE	63	32	31
LARRY N KIM	63	31	32
MIKE N DONNA	62	30	32
CHARLIE N NANCY	63	28	35
JOHN N JENNIE	63	28	35
MICKEY N MARYLOU	63	21	42

Last Match Results

Team	Against	Date	Week	Games	Wins	Losses	Forfeits
FRANK N ANGIE	MICKEY N MARYLOU	3/18/2012	0	7	6	1	0
TOMMY N DEBBIE	MIKE N DONNA	3/18/2012	0	6	4	2	0
AL N NANCY	LARRY N KIM	3/18/2012	0	7	4	3	0
JOHN N JENNIE	CHARLIE N NANCY	3/18/2012	0	7	4	3	0
CHARLIE N NANCY	JOHN N JENNIE	3/18/2012	0	7	3	4	0
LARRY N KIM	AL N NANCY	3/18/2012	0	7	3	4	0
MIKE N DONNA	TOMMY N DEBBIE	3/18/2012	0	6	2	4	0
MICKEY N MARYLOU	FRANK N ANGIE	3/18/2012	0	7	1	6	0

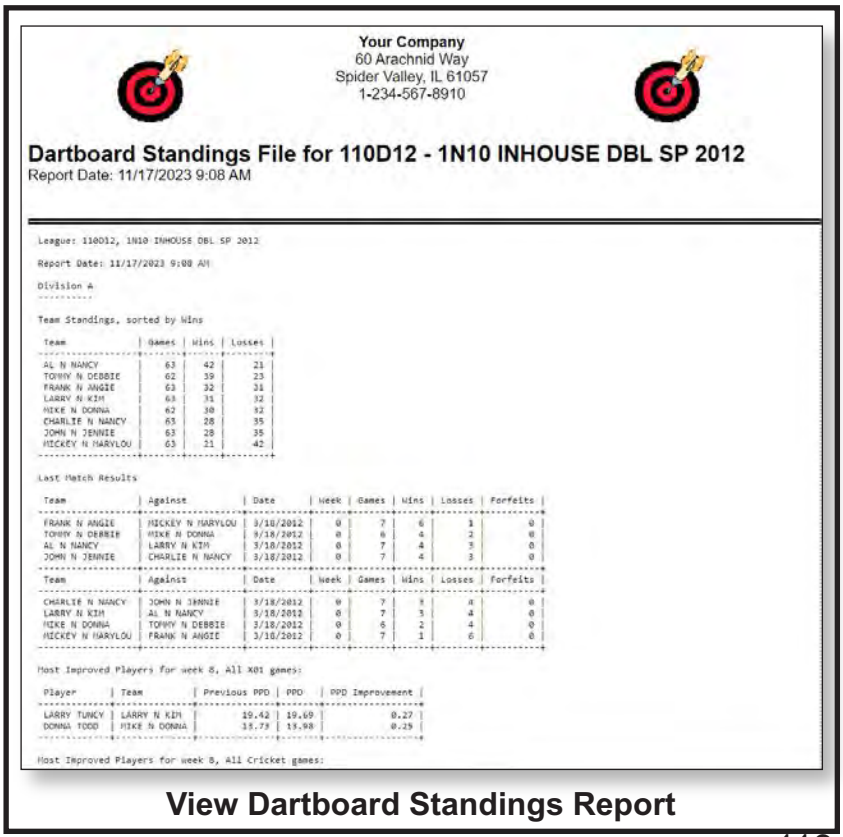
----page break here when printed----

Most Improved Players for week 8, All X01 games:

Player	Team	Previous PPD	PPD	PPD Improvement
LARRY TUNCY	LARRY N KIM	19.42	19.69	0.27
DONNA TODD	MIKE N DONNA	13.73	13.98	0.25

Location Stats Report

View Dartboard Standings, with its simplistic design, is best suited for the dartboard. Now, nothing is stopping you from printing this out and giving it to players. The Location Stats report just looks a lot nicer.



Your Company
60 Arachnid Way
Spider Valley, IL 61057
1-234-567-8910

Dartboard Standings File for 110D12 - 1N10 INHOUSE DBL SP 2012
Report Date: 11/17/2023 9:08 AM

League: 110D12, 1N10 INHOUSE DBL SP 2012

Report Date: 11/17/2023 9:08 AM

Division A

Team Standings, sorted by Wins

Team	Games	Wins	Losses
AL N NANCY	63	42	21
TOMMY N DEBBIE	62	39	23
FRANK N ANGIE	63	32	31
LARRY N KIM	63	31	32
MIKE N DONNA	62	30	32
CHARLIE N NANCY	63	28	35
JOHN N JENNIE	63	28	35
MICKEY N MARYLOU	63	21	42

Last Match Results

Team	Against	Date	Week	Games	Wins	Losses	Forfeits
FRANK N ANGIE	MICKEY N MARYLOU	3/18/2012	0	7	6	1	0
TOMMY N DEBBIE	MIKE N DONNA	3/18/2012	0	6	4	2	0
AL N NANCY	LARRY N KIM	3/18/2012	0	7	4	3	0
JOHN N JENNIE	CHARLIE N NANCY	3/18/2012	0	7	4	3	0
Team	Against	Date	Week	Games	Wins	Losses	Forfeits
CHARLIE N NANCY	JOHN N JENNIE	3/18/2012	0	7	3	4	0
LARRY N KIM	AL N NANCY	3/18/2012	0	7	3	4	0
MIKE N DONNA	TOMMY N DEBBIE	3/18/2012	0	6	2	4	0
MICKEY N MARYLOU	FRANK N ANGIE	3/18/2012	0	7	1	6	0

Most Improved Players for week 8, All X01 games:

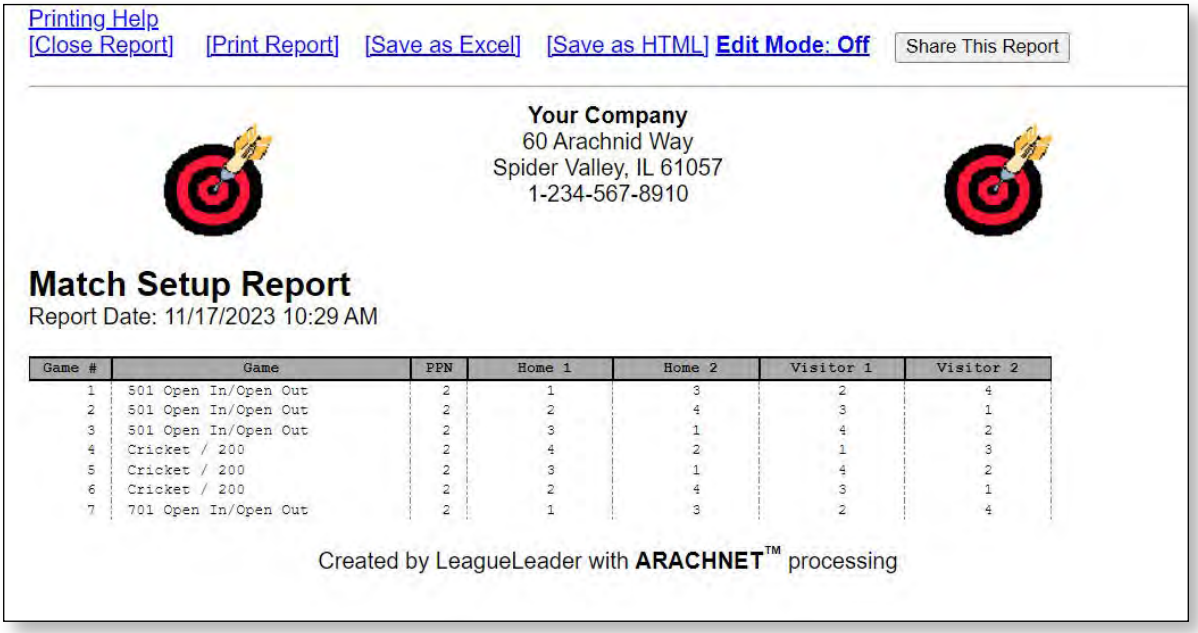
Player	Team	Previous PPD	PPD	PPD Improvement
LARRY TUNCY	LARRY N KIM	19.42	19.69	0.27
DONNA TODD	MIKE N DONNA	13.73	13.98	0.25

Most Improved Players for week 8, All Cricket games:

View Dartboard Standings Report

Match Setup Report

The **Match Setup Report** displays the Shooting Order. And ONLY the order. It doesn't show any of the Match Options or Game Options. Just how the order the players shoot in. Since this report has no options, there really isn't anything to explain besides what I already have. So here is what it looks like:



Printing Help
[Close Report] [Print Report] [Save as Excel] [Save as HTML] **Edit Mode: Off** Share This Report

Your Company
60 Arachnid Way
Spider Valley, IL 61057
1-234-567-8910

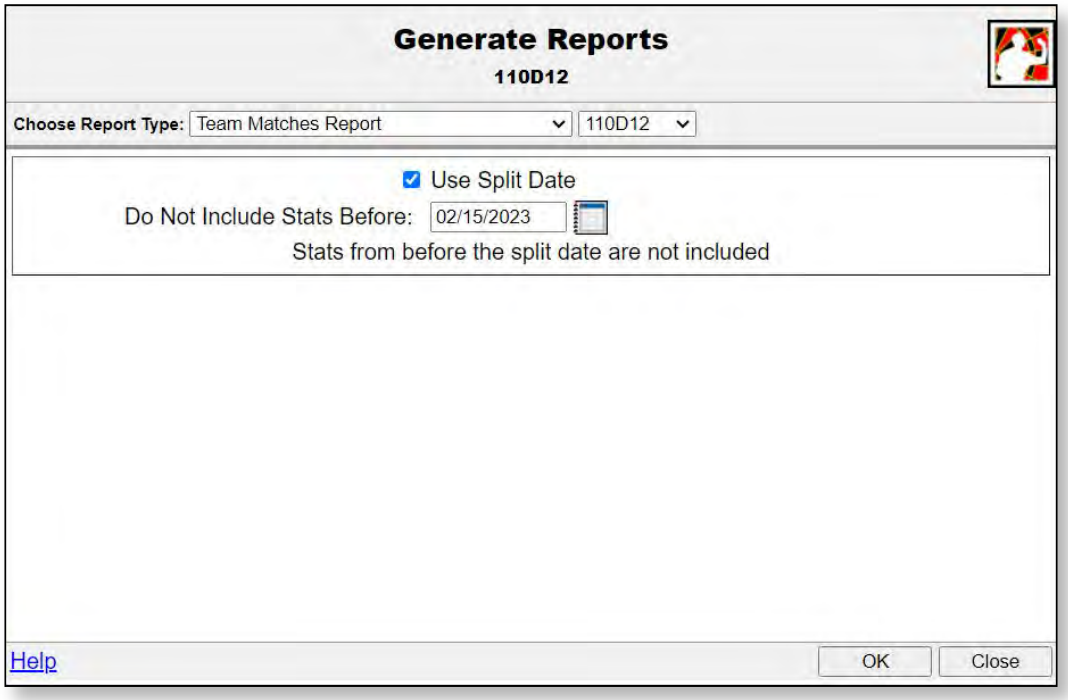
Match Setup Report
Report Date: 11/17/2023 10:29 AM

Game #	Game	PPN	Home 1	Home 2	Visitor 1	Visitor 2
1	501 Open In/Open Out	2	1	3	2	4
2	501 Open In/Open Out	2	2	4	3	1
3	501 Open In/Open Out	2	3	1	4	2
4	Cricket / 200	2	4	2	1	3
5	Cricket / 200	2	3	1	4	2
6	Cricket / 200	2	2	4	3	1
7	701 Open In/Open Out	2	1	3	2	4

Created by LeagueLeader with **ARACHNET**™ processing

Team Matches Report

The **Team Matches Report** is like a Team Standings Report with less options. It shows you how many matches a team played, won and lost. You can use the option Use Split Date to narrow down the stats you are looking at.



Generate Reports
110D12

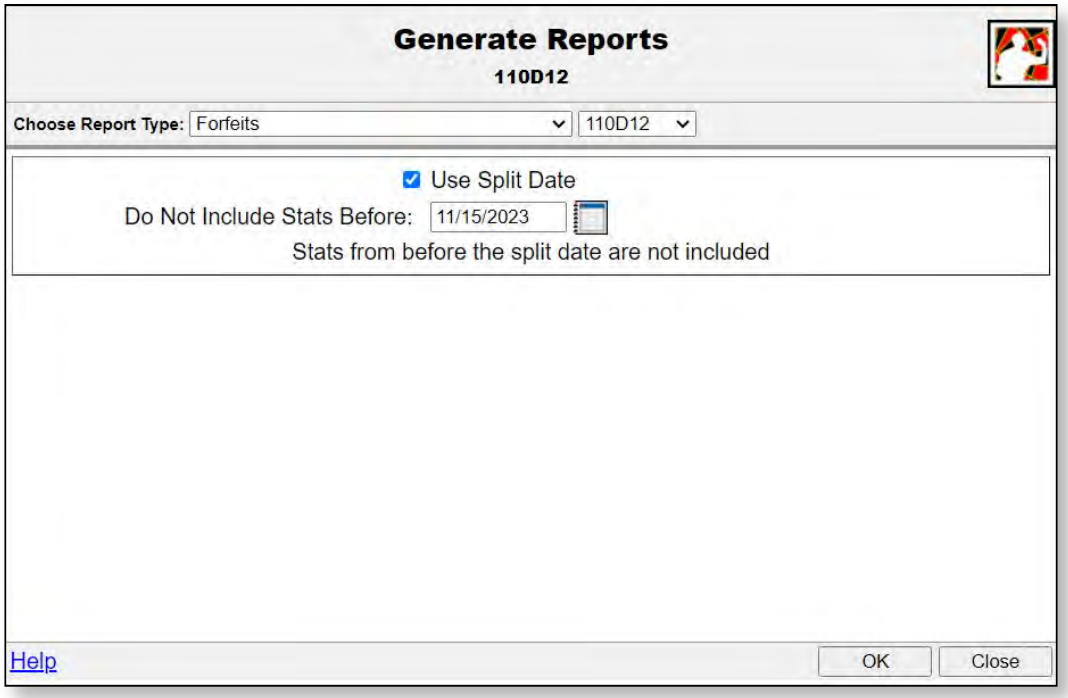
Choose Report Type: Team Matches Report | 110D12

☑ Use Split Date
Do Not Include Stats Before: 02/15/2023
Stats from before the split date are not included

Help OK Close

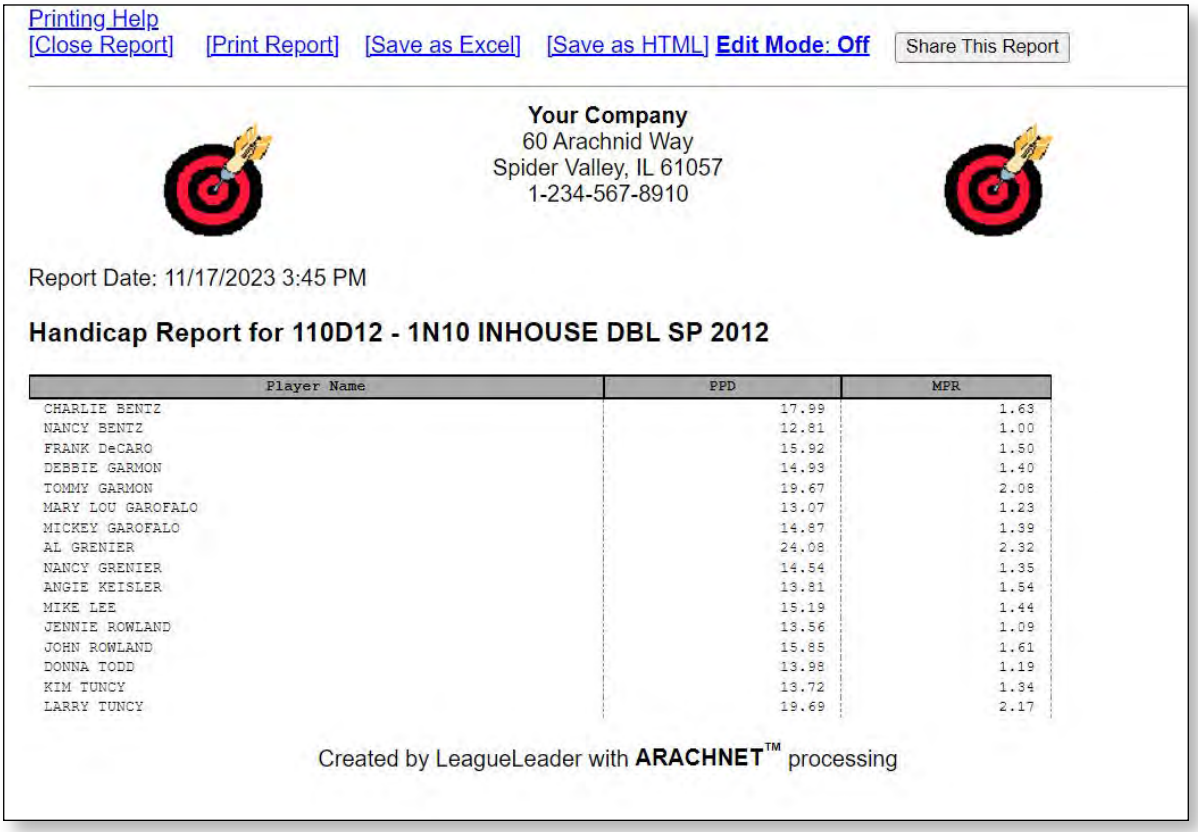
Forfeits

The **Forfeits** report is a quick way to see all of the accumulated forfeits in a league. Just like the Team Matches Report you have the option, by using Use Split Date, to only show the data that you want.



Browse Handicap Report

Need a list of all of your players in a league and their handicaps? Look no more. You can print out the **Browse Handicap Report** and post it in the bars or give it to the captains in their packet. This will help prevent sandbaggers. There are no options for this report but below is a sample of the report.



Printing Help
[Close Report] [Print Report] [Save as Excel] [Save as HTML] **Edit Mode: Off** Share This Report

Your Company
60 Arachnid Way
Spider Valley, IL 61057
1-234-567-8910

Report Date: 11/17/2023 3:45 PM

Handicap Report for 110D12 - 1N10 INHOUSE DBL SP 2012

Player Name	PPD	MPR
CHARLIE BENTZ	17.99	1.63
NANCY BENTZ	12.81	1.00
FRANK DeCARO	15.92	1.50
DEBBIE GARMON	14.93	1.40
TOMMY GARMON	19.67	2.08
MARY LOU GAROFALO	13.07	1.23
MICKEY GAROFALO	14.87	1.39
AL GRENIER	24.08	2.32
NANCY GRENIER	14.54	1.35
ANGIE KEISLER	13.81	1.54
MIKE LEE	15.19	1.44
JENNIE ROWLAND	13.56	1.09
JOHN ROWLAND	15.85	1.61
DONNA TODD	13.98	1.19
KIM TUNCY	13.72	1.34
LARRY TUNCY	19.69	2.17

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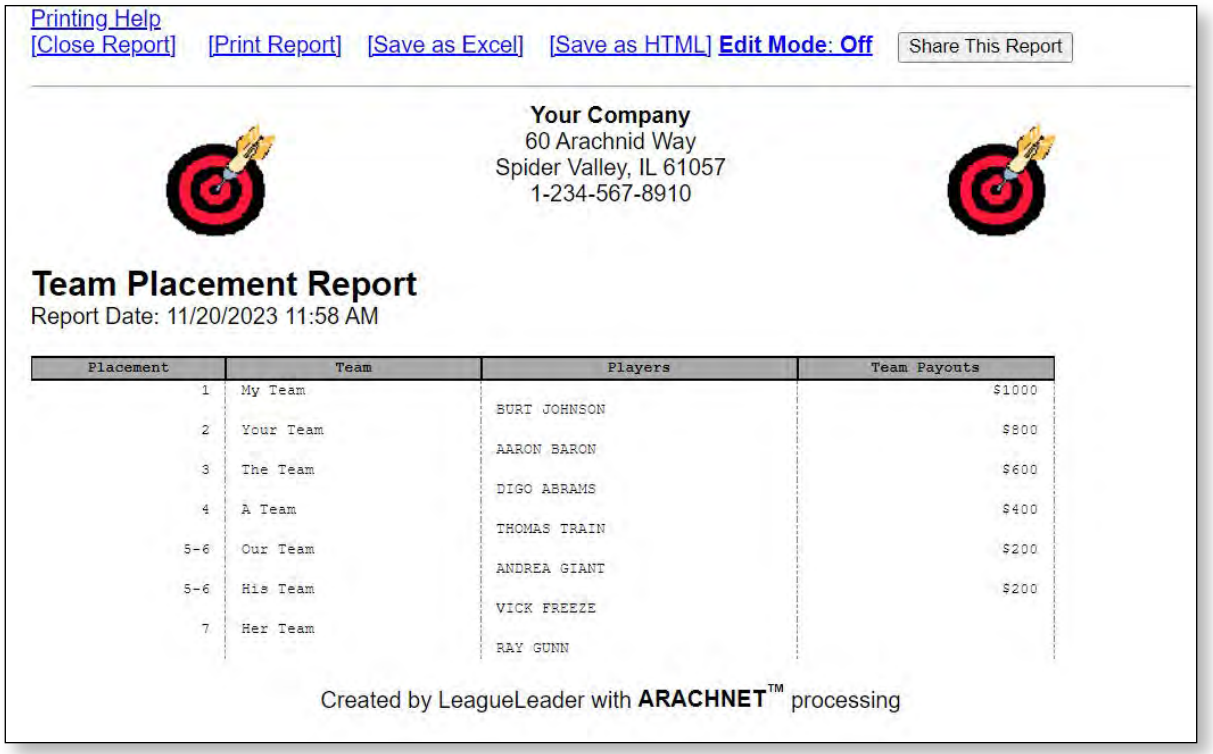
Team Placement Report

The last report in the “League” section isn’t from an actual league, but a Bracket. The **Team Placement Report** shows the winners in the places they won and how much you owe them. Below is a sample of the report because there are no options to explain.



Printing Help
[Close Report] [Print Report] [Save as Excel] [Save as HTML] **Edit Mode: Off** Share This Report

Your Company
60 Arachnid Way
Spider Valley, IL 61057
1-234-567-8910

Team Placement Report

Report Date: 11/20/2023 11:58 AM

Placement	Team	Players	Team Payouts
1	My Team	BURT JOHNSON	$1000
2	Your Team	AARON BARON	$800
3	The Team	DIGO ABRAMS	$600
4	A Team	THOMAS TRAIN	$400
5-6	Our Team	ANDREA GIANT	$200
5-6	His Team	VICK FREEZE	$200
7	Her Team	RAY GUNN	

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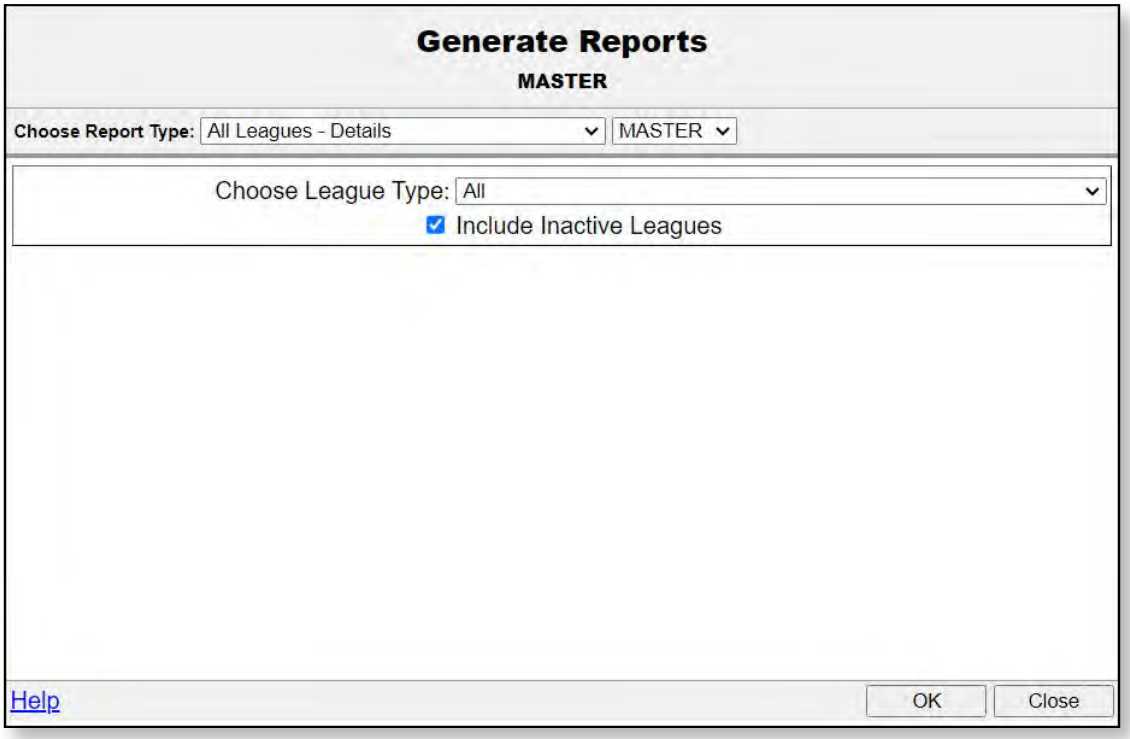
Lists Section

All Leagues - Details

The **All Leagues Details** report is a way for you to get a quick look at the basic settings of all of your current leagues. If you enable the option *Include Inactive Leagues* then you can see ALL of them. You also have the choice to *Choose Report Type*. Meaning you can choose darts, pool or shuffleboard leagues. This report is only found in MASTER.



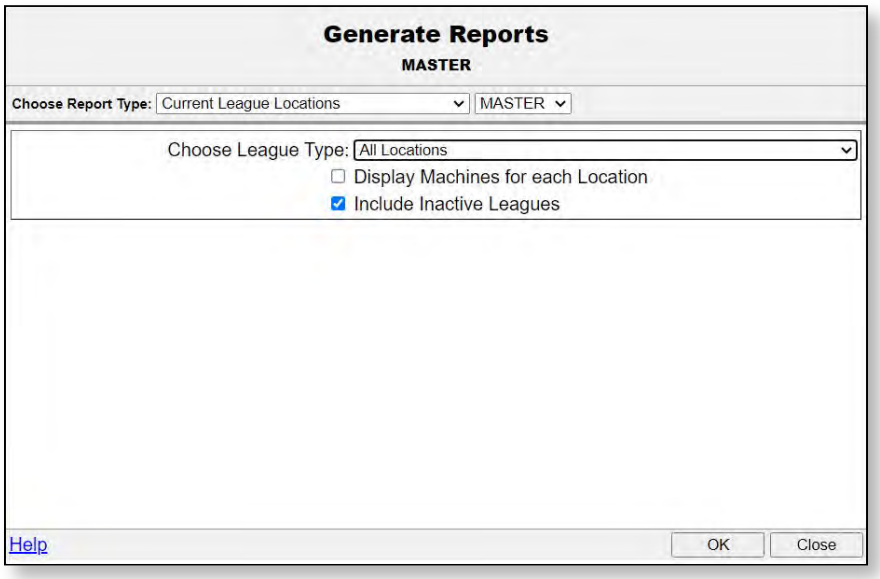
Here is a sample of the report **All Leagues - Details** showing all league types and including inactive leagues.

Current League Locations

In a specific league, this report lists all the locations in the league, what teams are there and the phone number and address if available. You also have the choice of displaying the machines.

In MASTER, the same data is displayed, but you will also get the name of the league and whether its active or not. You also have the option to include inactive leagues and choose which league type.

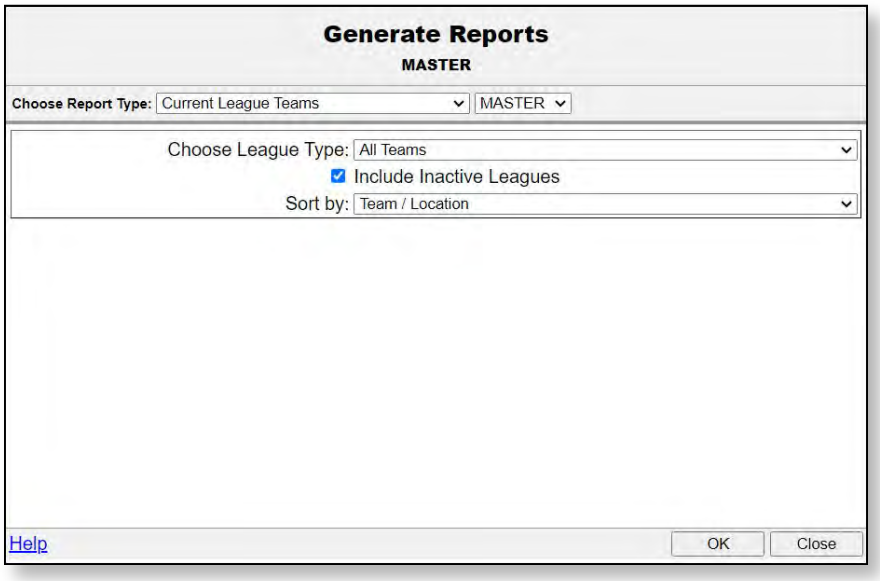
This is a good report to hand out to your players in case they need to go to the location or call it.



Current League Teams

The specific league version of this report displays the division, the teams in that division and the locations those teams are at. Another useful report to hand out to players so they know which teams are where. You can sort the report alphabetically by Team/Location or Location/Team.

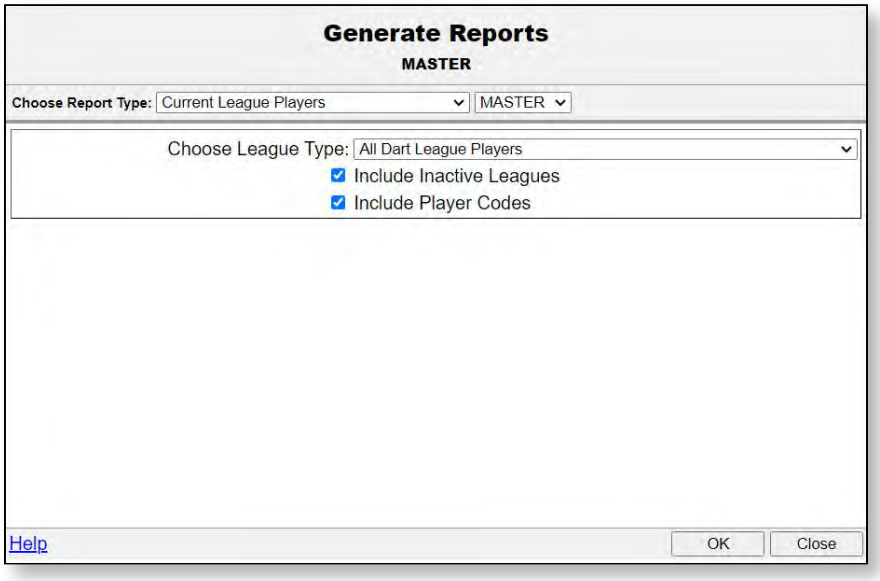
In MASTER, however, you have the option to choose the league type and include inactive leagues. You also have the additional sort order; League/Team.



Current League Players

The Current League Players list displays all the players in a league. In a specific league, this is pretty straight forward. It shows you the player names and what teams they are on.

In MASTER, however, it can get to be a bit much. It shows ALL players depending on the options you choose. So Choose wisely.

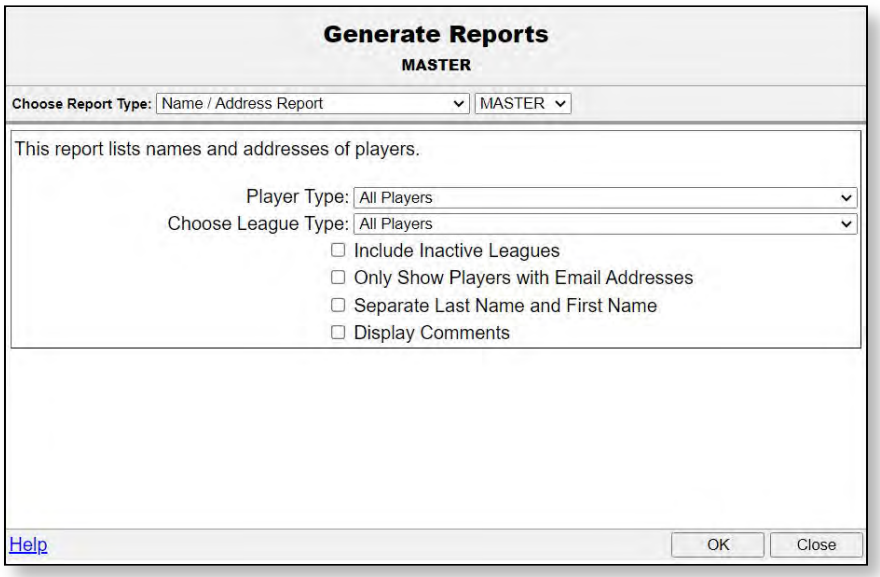


Name/Address Report

This is another fairly straight forward report in a specific league. It prints the names of players, their address, phone number, player code and what teams they are on. You have the option in leagues to choose All Players, Only Men, Only Women, Only Subs, or Only Captains.

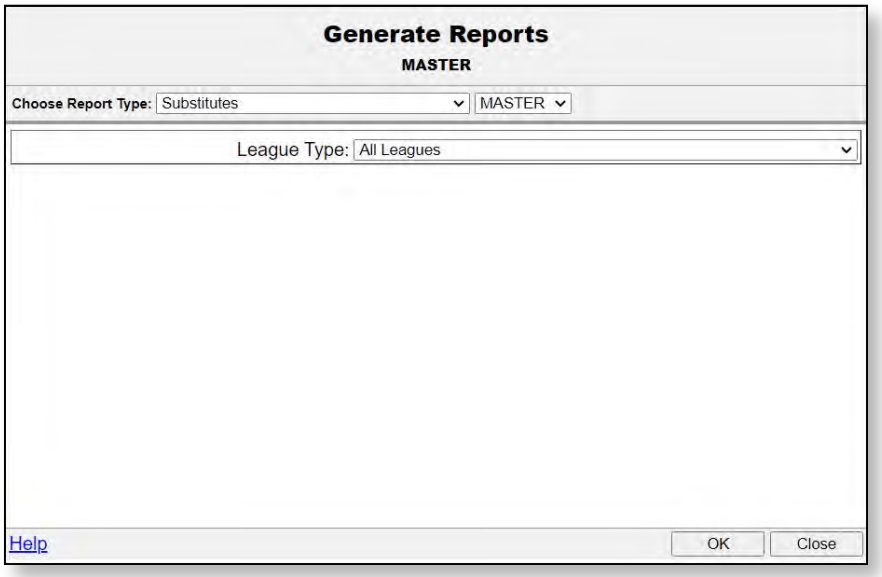
In MASTER, depending on your settings, it can show ALL players in your account. You have similar options as in a league, such as Player Type, whether to Display Comments, Only Show Players with Emails, and Separate Last and First Name.You also can choose a specific league type and whether to Include Inactive Leagues.

On that note, should you hand this out to ALL players? Probably not. There is some sensitive information here that not everyone would appreciate everyone knowing.



Substitutes

The Substitutes report lists every substitute in a specific league, who they played for, what team they are assigned to and what games they've played. The MASTER version takes it one step farther by allowing you to include ALL league types in the report.



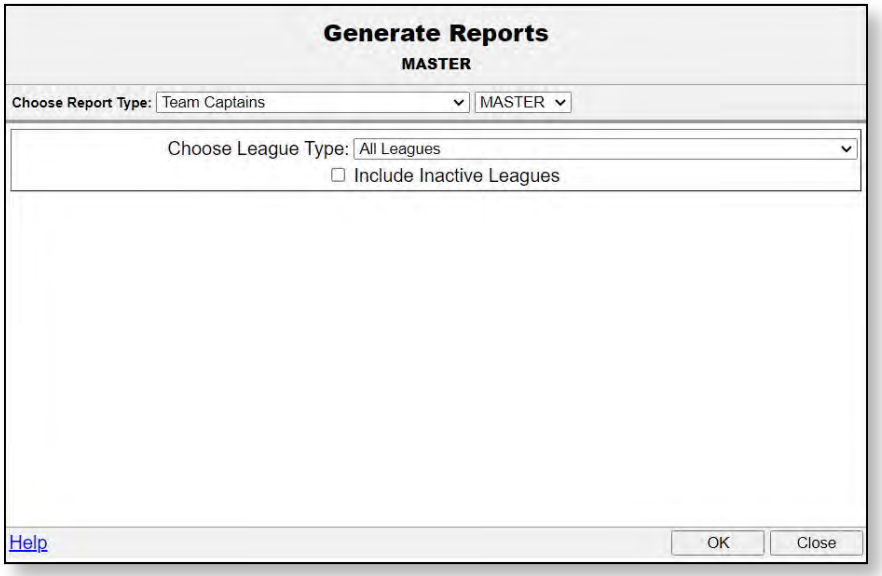
Labels Section

Team Captains

In a specific league, the captains list can be given out to teams so that if there is an issue with scheduling or someones going to be late, the captains can talk to each other and work things out between them.

From MASTER, you can print a list of EVERY captain in your system no matter what the game style was. This way you can have a list of previous captains to contact to see if they are interested in a new season of their chosen game.

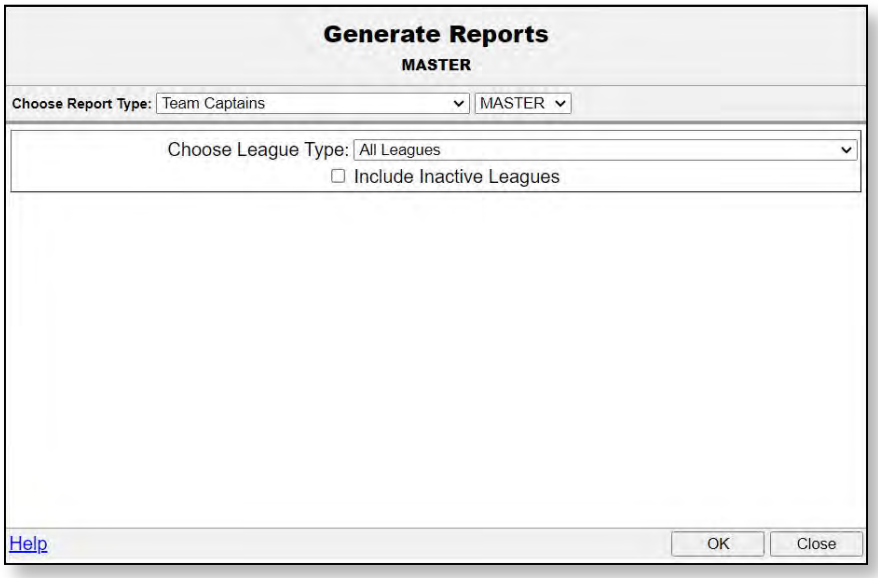
Note: This only works if you lick the Captain check box when creating the teams. If the system doesn't know which player is a captain, it won't be able to put them in the report.



Player Mailing Labels

The report Player Mailing Labels is just that. It allows you to use a sheet of mailing labels. It was designed to use Avery 5160 Labels but realistically, any sheet of thirty 1” x 2 5⁄8” labels will work. Use these to create fliers to upcoming events or to mail their winnings.

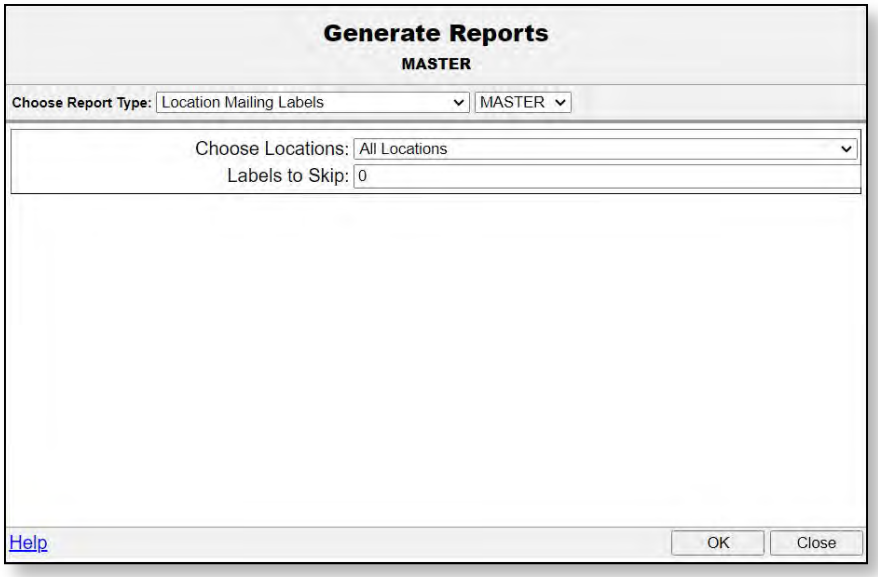
The option, **Labels to Skip**, allows you to skip a number of labels on the first page. If you printed labels before and the last sheet was not full, you can enter the number of labels removed from the page here. The program will skip the spaces on the page where the labels have been removed. Make sure the partial sheet is placed in the printer so that it is the first sheet loaded.



Location Mailing Labels

This is another mailing label that fits 1” x 2 5⁄8” labels. This time it’s for locations. Use these to send schedules and fliers to send.

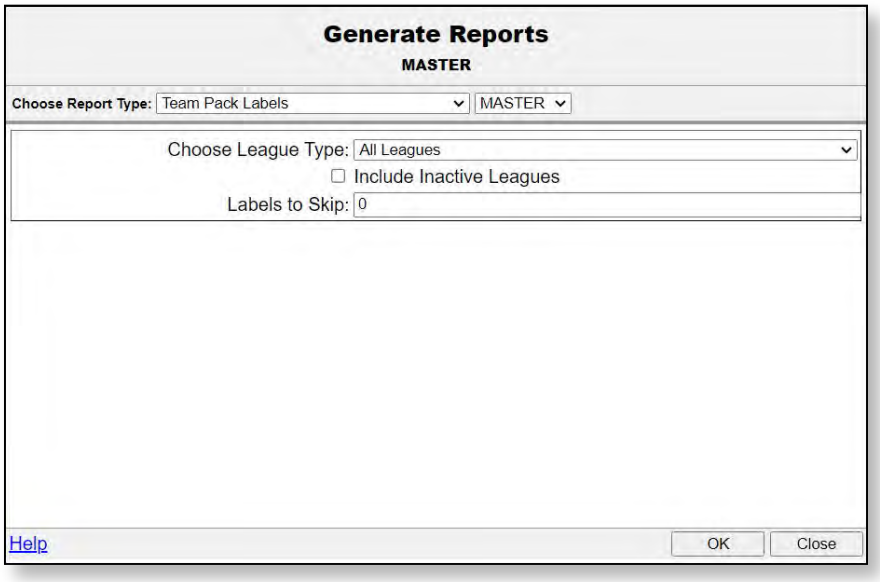
The option, **Labels to Skip**, here functions exactly the same as the same option in Player Mailing Labels.



Team Pack Labels

Team Pack Labels were used to put on envelopes handed out to team captains at the beginning of the league season. They would often have the rules, score sheets, Captains List, Location List and maybe an envelope for the league dues.

The option, **Labels to Skip**, here functions exactly the same as the same option in Player Mailing Labels.



Financials Section

Team Weekly Fees

If you collect league dues, it's always a good idea to keep track of who paid and who hasn't. The Team Weekly Fees report will help you do just that. If you collect fees at the board, that is automatically loaded into the database. However, “if you collect by envelope” then you will have to manually put in the collection. Otherwise this report is useless.

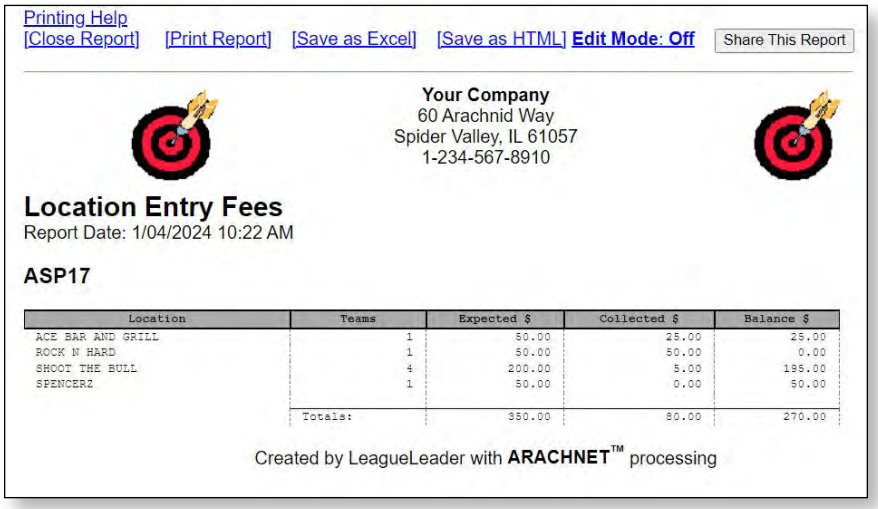
When used correctly, the report will show who paid, how much and what they owe. This report only shows up in leagues and not in MASTER.

Team	Week	Date	Expected $	Collected $	Balance $	Operator	Location Name	MAC Address
3 DARTS TO THE WIND								
	1	10/24/2017 7:59 PM	20.00	20.00	0.00			
	2	11/07/2017 7:34 PM	20.00	20.00	0.00			
	3	11/14/2017 7:33 PM	20.00	20.00	0.00			
	4	11/21/2017 6:48 PM	20.00	20.00	0.00			
	5	11/28/2017 7:40 PM	20.00	20.00	0.00			
	6	12/05/2017 7:51 PM	20.00	20.00	0.00			
	7	12/12/2017 7:37 PM	20.00	20.00	0.00			
	8	12/19/2017 7:49 PM	20.00	20.00	0.00			
	9	1/17/2018 7:39 PM	20.00	20.00	0.00			
	10	1/09/2018 7:46 PM	20.00	20.00	0.00			

Location Entry Fee

Some operators charge locations a little extra money for league play. This is usually done per team and its for help covering out of pocket costs. Things like trophies, banquets, overhead and rewards aren't usually taken from the League Dues teams pay every week. Usually this is an out of pocket cost for the operator. Adding in a per team location fee helps cover some of that.

This report helps you keep track of what the locations owe. In specific leagues, this report just lists the leagues locations. If done from MASTER it covers all active leagues.


Printing Help
[Close Report] [Print Report] [Save as Excel] [Save as HTML] Edit Mode: Off Share This Report

Your Company
60 Arachnid Way
Spider Valley, IL 61057
1-234-567-8910

Location Entry Fees
Report Date: 1/04/2024 10:22 AM

ASP17

Location	Teams	Expected $	Collected $	Balance $
ACE BAR AND GRILL	1	50.00	25.00	25.00
ROCK N HARD	1	50.00	50.00	0.00
SHOOT THE BULL	4	200.00	5.00	195.00
SPENCERZ	1	50.00	0.00	50.00
Totals:		350.00	80.00	270.00

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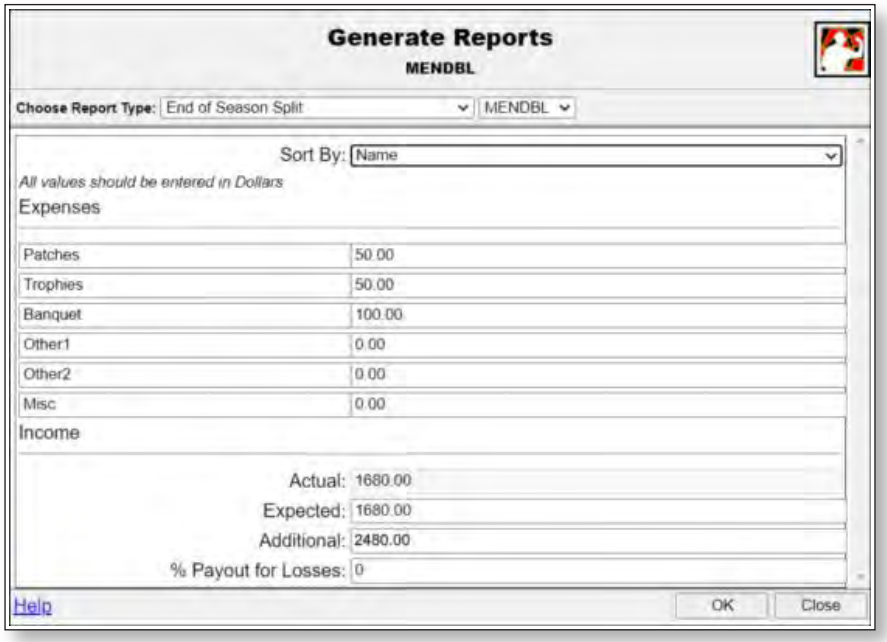
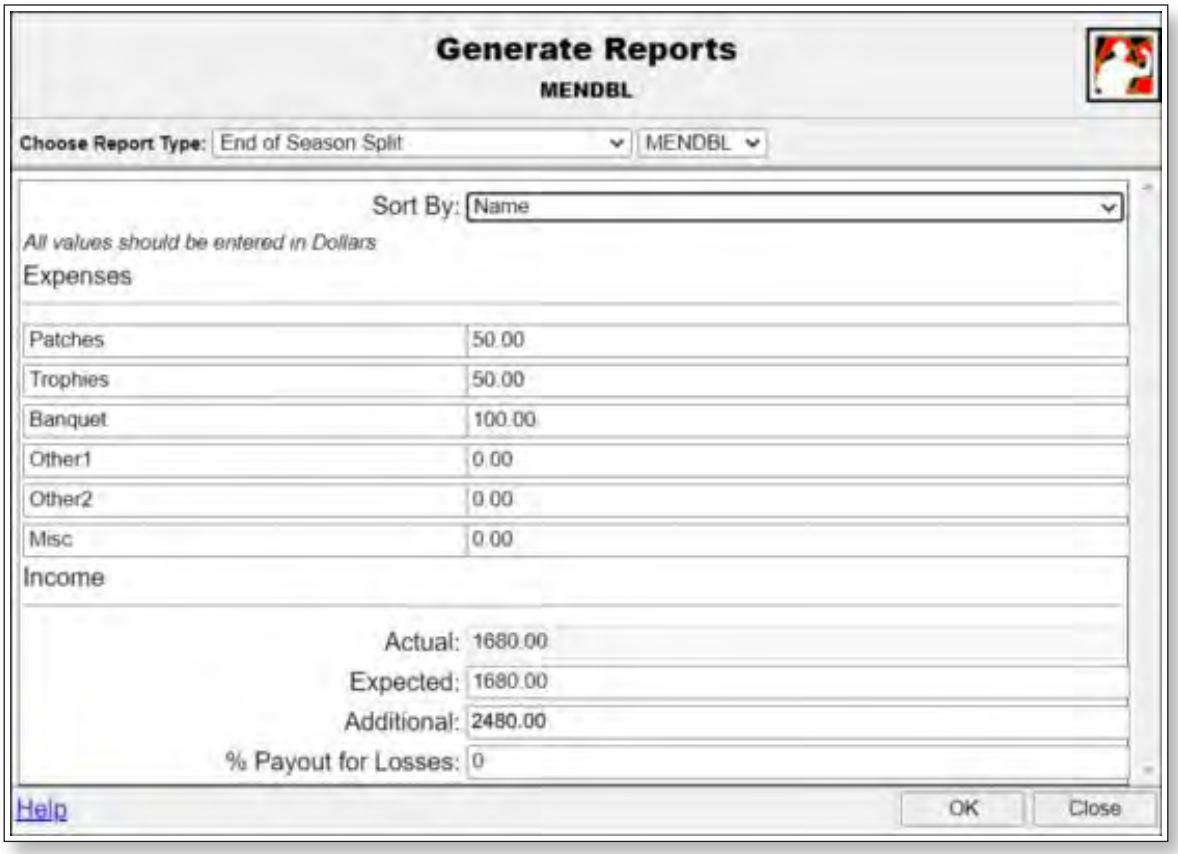
End of Season Split

At the end of a league season, the teams' league dues are usually given back to the teams. Traditionally, the teams get paid back Per Win. This means that the team with the most wins takes a bigger chunk of the pot and so on. In order to make life that much easier for you, LeagueLeader has a report that calculates all that for you.

You can only find this report in a specific league. While it seems straight forward, it does require some explanation so let's get into it.

Note: This report is also in the League Creation guide and covers the same information.





In this menu, you would fill in any expenses you are taking out of the payout along with adding in any additional funds. Clicking **OK** starts the calculation process.

Explanation of End of Season Fields:

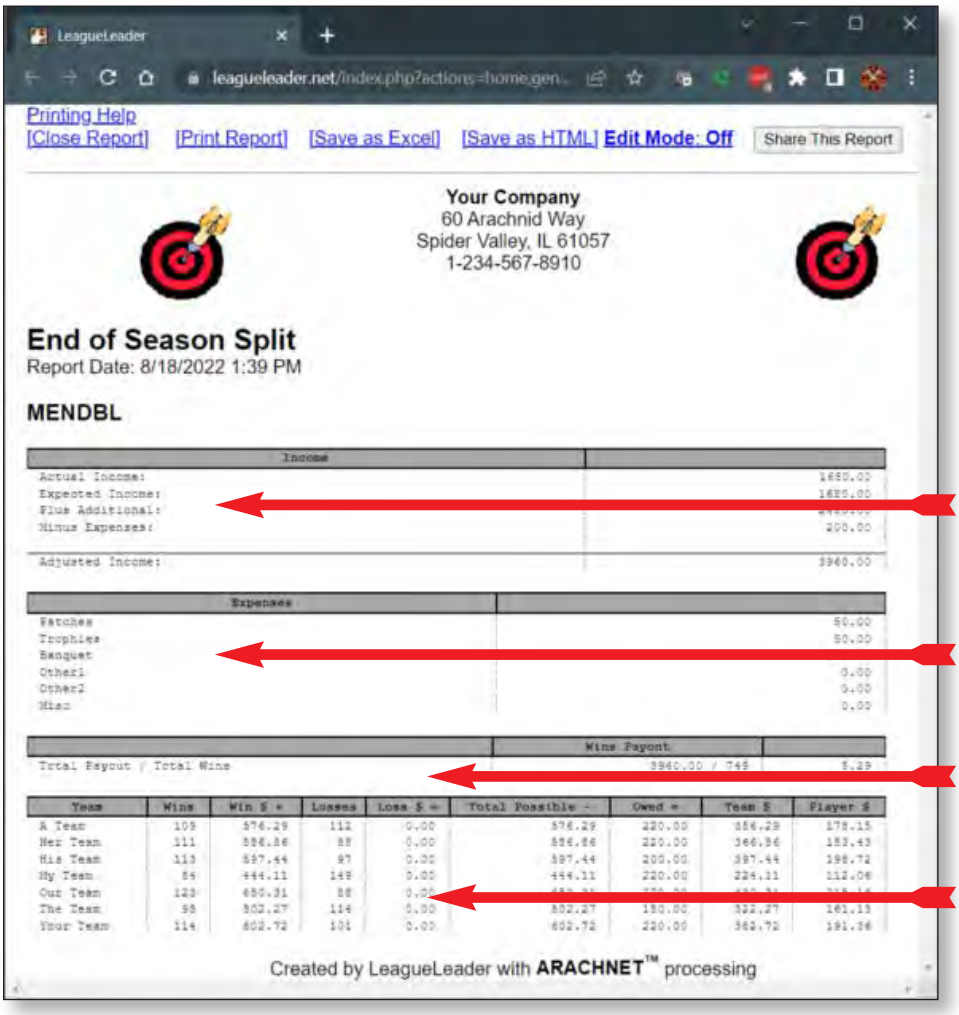
Expenses

- **Patches:** Some operators hand out patches that are related to specific feats.
- **Trophies:** First place, Second Place, etc.,
- **Banquet:** There is usually an awards banquet thrown at the end of the season, this would go toward that.
- **Other1, Other2 & Misc:** These should cover any other expenses you want to take out of the team fees. Association dues (NDA) or other prizes are common.

Income

- **Actual:** This is the ACTUAL/physical money you collected from the teams. This number should match the Expected. If it does not, LeagueLeader thinks there should be more money in the pot.
- **Expected:** This is the money LeagueLeader thinks you should have. It's calculated by taking the number of matches in a week and multiplying that by the team fees. This is not ACTUAL money.
- **Additional:** Put any money that you are contributing to the prize pool.
- **% Payout for Losses:** A percentage of the payout used to pay for losses.

Here is what the End of Season report looks like As you can see, everything that we added to the report is taken into account and the whole thing is automatically calculated.



The **Adjusted Income** is calculated using the **Expected Income** adding in any additional money and subtracting expenses.

The Expenses are listed here.

The Payout per Win is calculated based on the total number of wins.

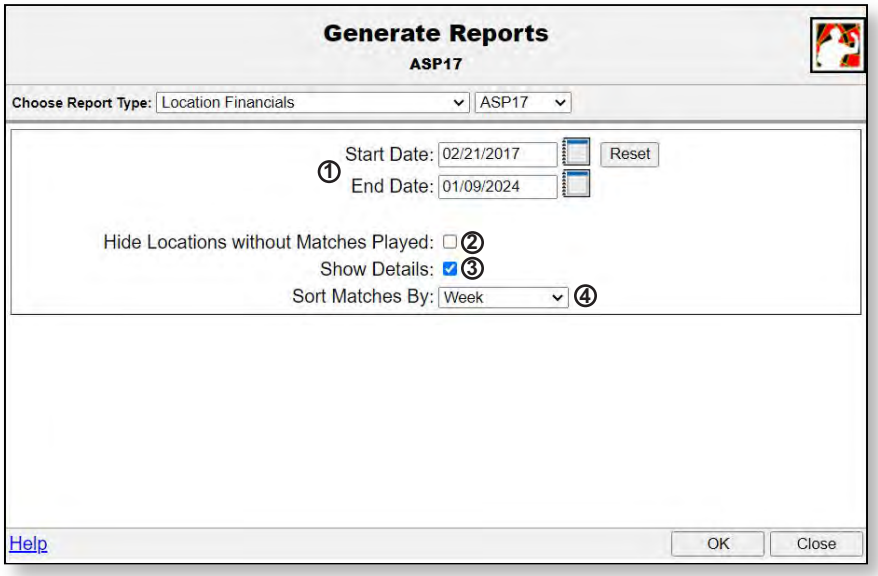
LeagueLeader also figures out the payout for the individual teams. Including any dues they owe.

Explanation of the Report Columns:

- **Income:** This is the money being put into the league minus the expenses. Remember, the calculation uses the **Expected Income** to figure out the actual payout.
- **Expenses:** The items (awards, banquet, ect.,) that you are also using the income for.
- **Wins Payout:** Is the calculation used to figure out the Per Win payout.
- **Team:** The team's name.
- **Wins:** How many wins a team earned.
- **Win $:** How much money the team made with their wins. Wins x Wins Payout
- **Losses:** How many losses the team earned.
- **Loss $=:** How much money the team made with their losses. Losses x Losses Payout
- **Total Possible:** This is the total payout for the team before subtracting any money owed.
- **Owed:** Any dues that haven't been paid will show up here.
- **Team $:** This is the total amount of winnings the team gets to split after any fees are removed.
- **Player $:** This is the calculated split per player.

Location Financials

The Location Financials report is another way to keep track of your finances. It basically displays team fees expected each week. It shows the match at the home team and how much was expected and collected. There are some options we'll go over but the results are essentially the same just in different formats.

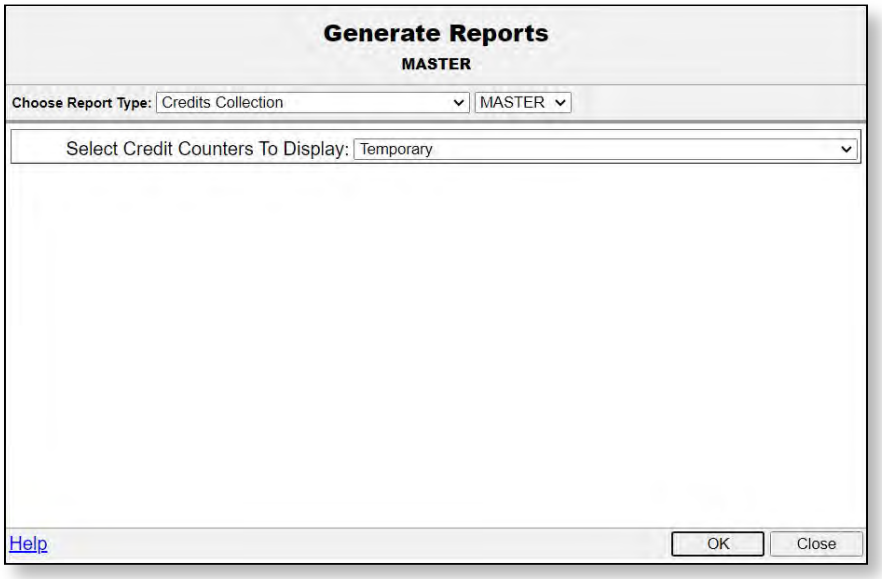


1. You can tell the report to only show a specific range of dates. Say if you only want to show the first few weeks or if you are printing this report from MASTER and have a bunch of leagues you want to check on.
2. When you tell the report to **Hide Locations Without Matches Played**, it will only display any locations that are supposed to have money. There's no point looking at locations that have nothing to display in a financial report.
3. The **Show Details** option is pretty straightforward...kind of. It literally shows each week under each location. However, it does the same with the option unchecked.
   - With the option unchecked, the report lists each location as a link. Clicking in that link will display the details for that location only.
   - With it checked, the details for every location are on the main sheet, which can get cumbersome.
4. You also have the option to sort by either Week ot League/Team.
   - Sorting by week is useful for reports from specific leagues.
   - Sort by League/Team, will sort the report by League Name, then Team Name and then finally by week. Useful when printing from MASTER.

Credits Collection Report

The Credits Collection Report shows you the collections screen from all of your dart boards since the last time they call in. This is a good report on collection days so that you can see exactly what should be on the board when your collectors go there to empty the coin box. I will say again, the report is “the last time the machine called in”.

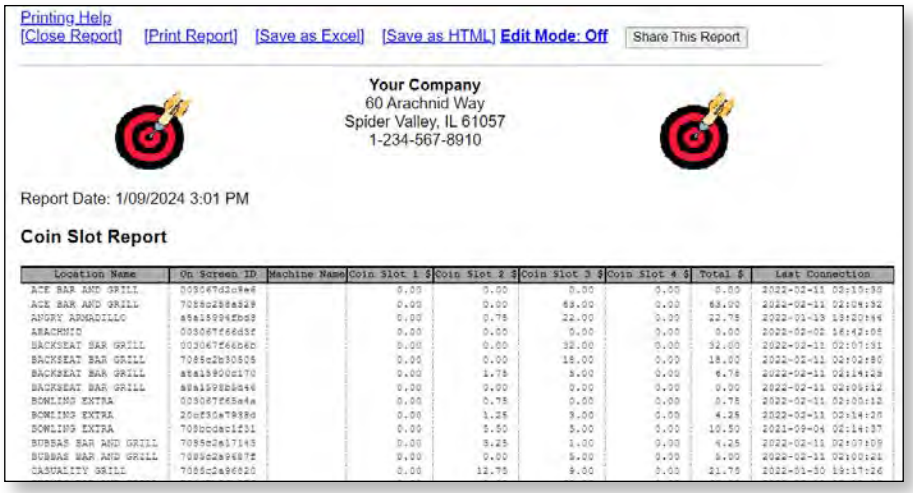
If the machine calls in at 3AM and you check it at noon, it was accurate at 3AM. There may have been play on it since. Also, if your collectors wipe out the temporary counters every time they collect, it reflects that here. as well.



Coin Slot Report

The Coin Slot Report also shows you how much money you made in the machine, but it breaks it down to the individual coin slots. Now, most people don’t know which coin slot is which, so I’ll break it down for you.

- Coin Slot 1- This is only available for dual coin slotted doors. Meaning there is no Bill Acceptor, just coin mechanisms. It will be the one on the left as you look at it.
- Coin Slot 2 - This is the coin slot on the right. Regardless if you have one coin slot or two.
- Coin Slot 3 - This is your Bill Acceptor. If you have a dual coin mech or dont have one hooked up, the values will be zeroes.
- Coin Slot 4 - This is reserved for extra money input. For instance, when we add a card reader or other such device.

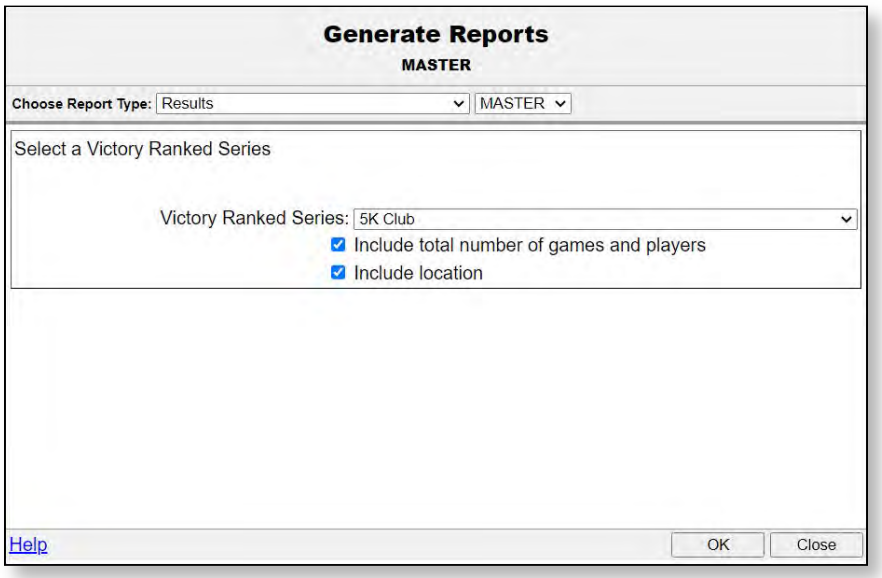


Victory Ranked Series

Results

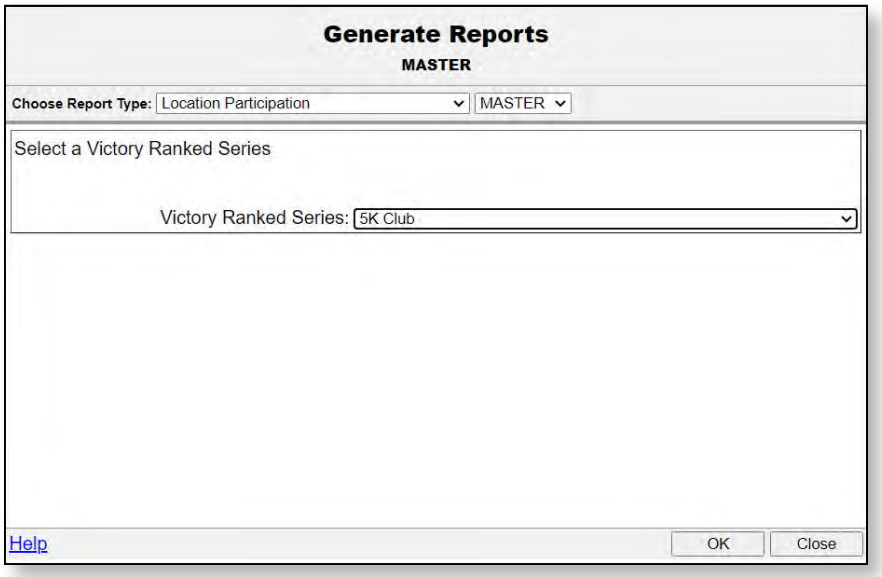
Victory Ranked Series' were described on page 32 of this book so I'm not going to do it here. This is about reports after all, not the actual thing they are reporting. Anyway, this report is how you'd get the results of your Victory Ranked Series.

- Use the dropdown box labeled Victory Ranked Series to choose the Victory Ranked Series you want to check.
- When you Include Total Number of Games and Players you will get all players and games even if they weren't qualified.
- When you Include Location, the report will display the locations the Victory Ranked Series games were played at.



Location Participation

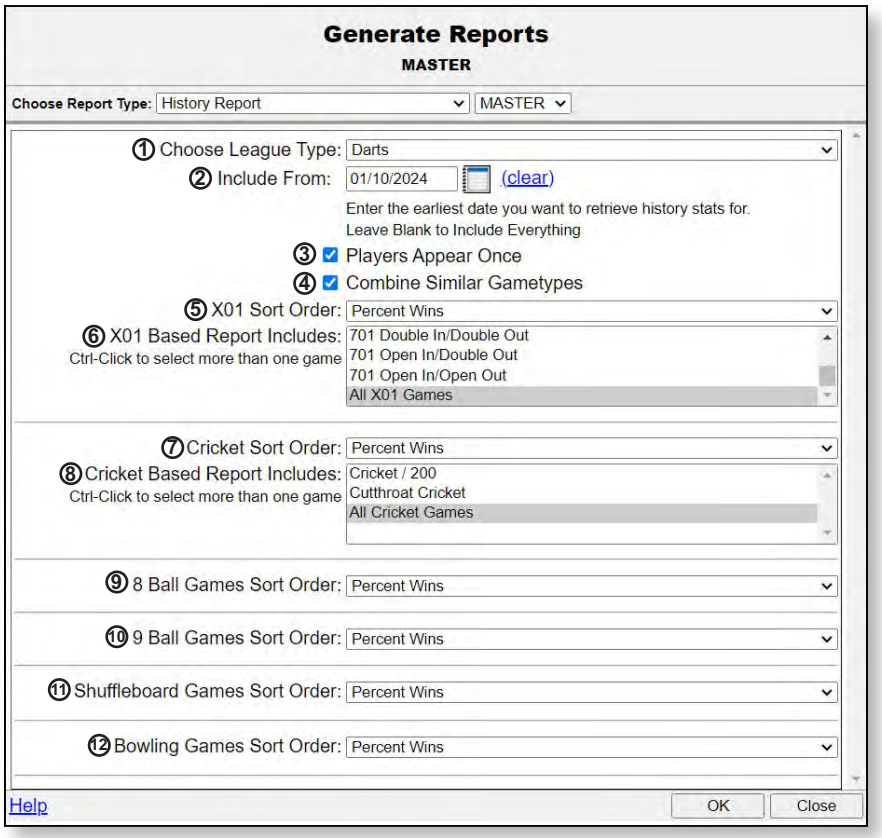
The Location Participation report in the Victory Ranked section displays all the locations that had players played the Victory Ranked Series at and how many games were played. This is useful for determining which locations need more promotions and/or which locations to do more Victory Ranked Series' at.



Other Reports

History Report

Use the History Report to print out player stats that are stored in the Historical Stats file. Any player stats file that can be stored in history can be selected to view. Remember, you have to manually enter stats into History. It's not automatic. So if you think you should have stats, but they aren't showing, they likely aren't there. For more on Historical Stats see page 78.

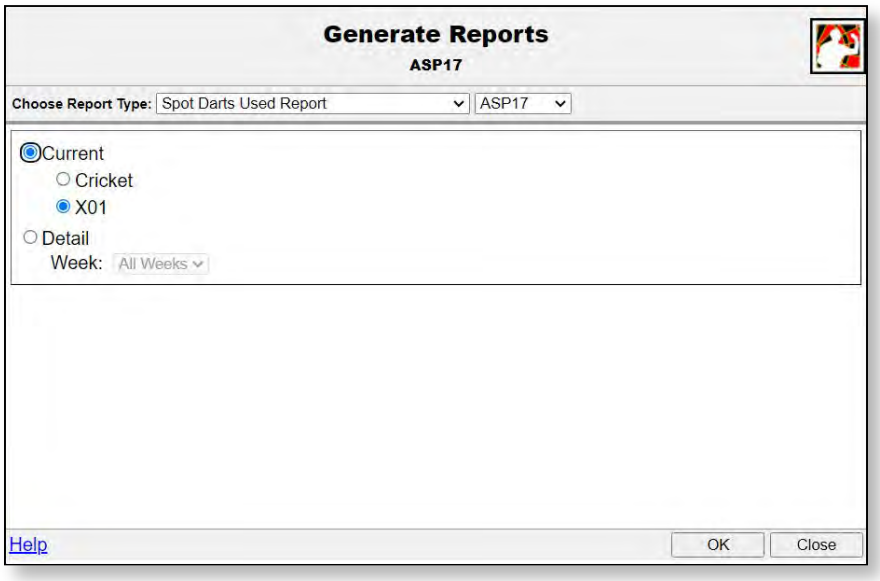


1. Choose which league type to base the report on.
2. The **Include From** option is how far back do you want to see the stats. Use the calendar to choose the starting date of the stats that you want to see.
3. The players **Appear Once** option combines specific player data into one line for that game type. That way, if History has multiple entries for a player, their stats will be easier to see.
4. The **Combine Similar Game Types** option automatically combines all the game data for a player that has played in multiple versions of that game. For instance ,if they played in 301, 501 and 701 games, it will combine them.
5. Like with all stat reports, you get the option to display how the data shows up in a report. This is the X01 section.
6. Also, like similar reports, you need to choose which game type(s) to view. This is the X01 version.
7. Choose how to sort Cricket stats. Just like X01.
8. Choose which Cricket games to include in the report.
9. Choose how to sort 8 Ball Pool stats. Just like other game type sort options.
10. Choose how to sort 9 Ball Pool stats. Just like other game type sort options.
11. Choose how to sort Shuffleboard stats. Just like other game type sort options.
12. Choose how to sort Bowling stats. Just like other game type sort options.

As you may have guessed, this report only shows up in MASTER.

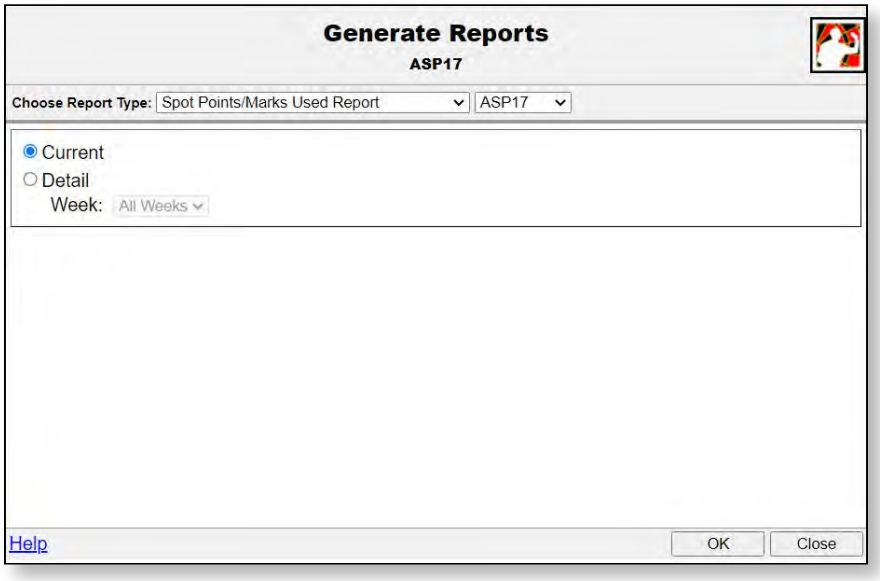
Spot Dart Used Report

This report provides feedback to the operator showing how many Spot Darts each player was allowed,compared to how many were entered at the machine. If players are allowed to edit their handicap at the machine, this report will help determine if the players are entering the correct number they are entitled to.



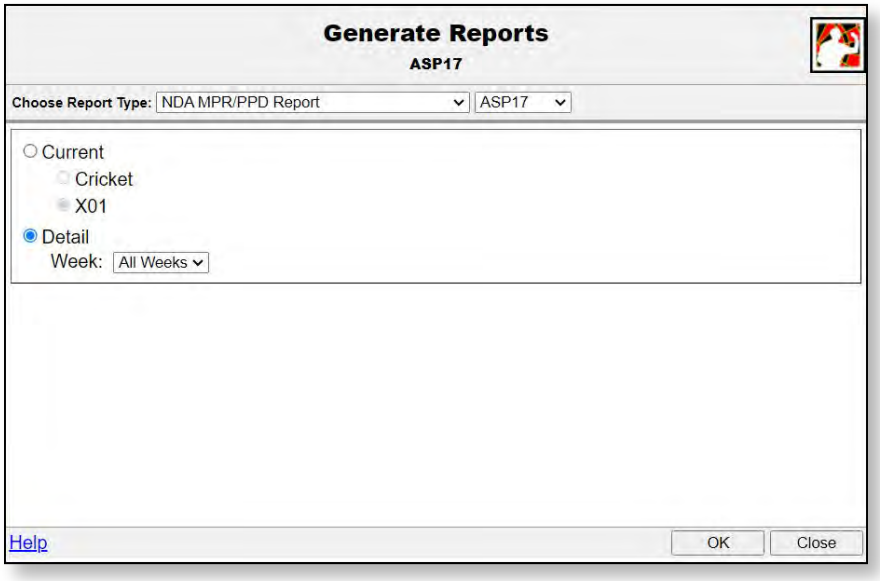
Spot Points/Marks Used Report

When Spot Mark and Spot Point handicapping is used, this report will show each players' MPR and PPD that was sent to the machine. Choose Current to see what the players averages are currently, or choose Details and pick a specific week.



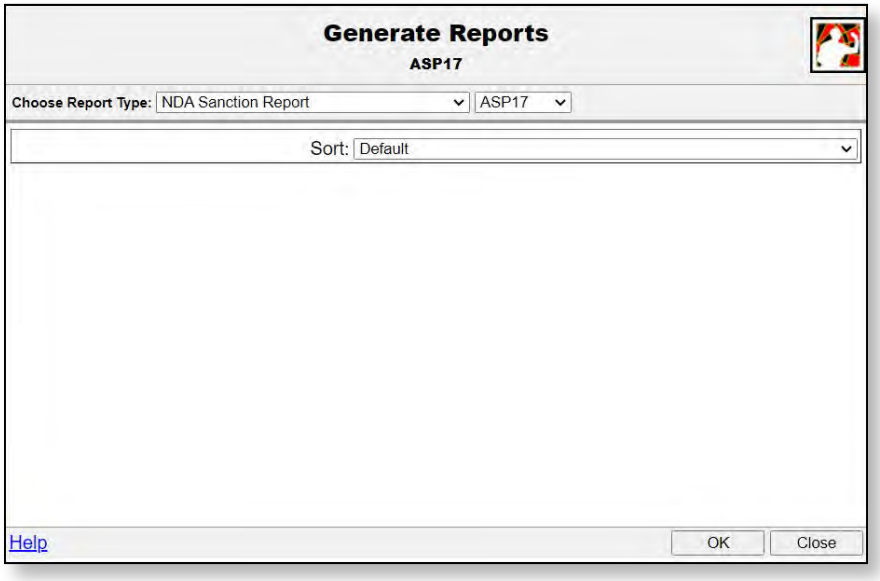
NDA MPR/PPD Report

This report is similar to the Spot Points/Marks Used report but only as it concerns games the NDA care about: Cricket, 501 Double In/Double Out, 301 Open In/Open Out, and 501 Open In/Open Out



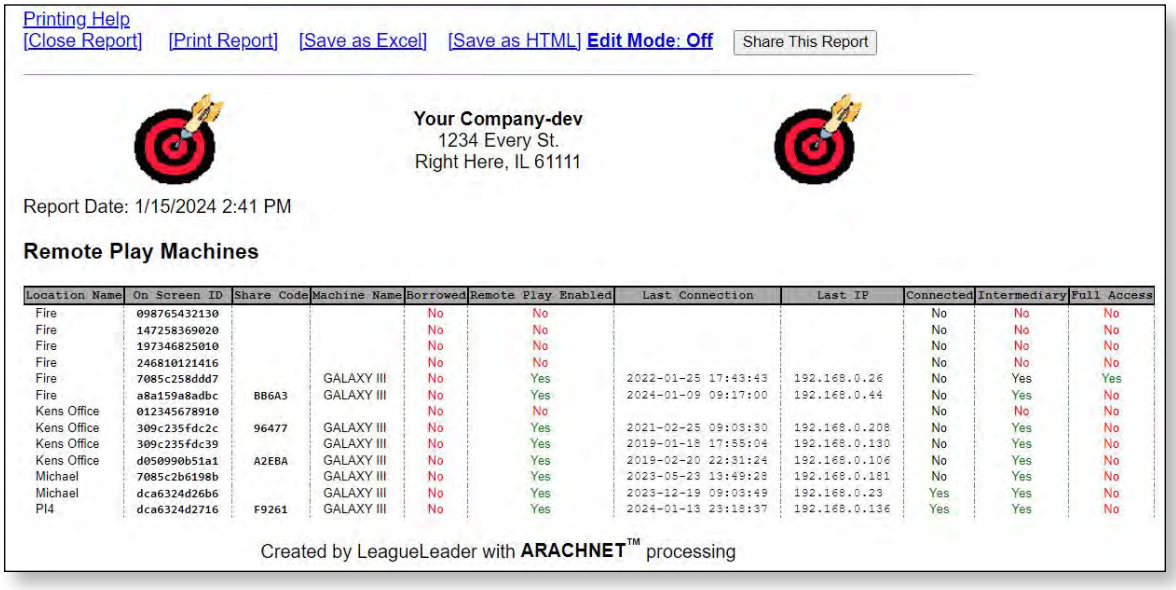
NDA Sanction Report

This report displays players and their NDA STATUSES (Paid, Sanctioned, Dues Paid) for the league. If done from MASTER, it displays this data for all active players.



Remote Play Machines

This report is a quick way to see what machines are communicating properly in regards to Remote Play. It gives you a lot of information about LeagueLeader communicating with your Galaxy 3 machines, including when the last time it connected to the server. Keep in mind this is not performed in real time. LeagueLeader doesn't contact every Galaxy 3 on your route to print this report. The data is from the last time the Galaxy 3 communicated with the server.



Printing Help
[Close Report] [Print Report] [Save as Excel] [Save as HTML] **Edit Mode: Off** Share This Report

Your Company-dev
1234 Every St.
Right Here, IL 61111

Report Date: 1/15/2024 2:41 PM

Remote Play Machines

Location Name	On Screen ID	Share Code	Machine Name	Borrowed	Remote Play Enabled	Last Connection	Last IP	Connected	Intermediary	Full Access
Fire	098765432130			No	No			No	No	No
Fire	147258369020			No	No			No	No	No
Fire	197346825010			No	No			No	No	No
Fire	246810121416			No	No			No	No	No
Fire	7085c258ddd7		GALAXY III	No	Yes	2022-01-25 17:43:43	192.168.0.26	No	Yes	Yes
Fire	a8a159a8adbc	BB6A3	GALAXY III	No	Yes	2024-01-09 09:17:00	192.168.0.44	No	Yes	No
Kens Office	012345678910			No	No			No	No	No
Kens Office	309c235fdc2c	96477	GALAXY III	No	Yes	2021-02-25 09:03:30	192.168.0.208	No	Yes	No
Kens Office	309c235fdc39		GALAXY III	No	Yes	2019-01-18 17:55:04	192.168.0.130	No	Yes	No
Kens Office	d050990b51a1	A2EBA	GALAXY III	No	Yes	2019-02-20 22:31:24	192.168.0.106	No	Yes	No
Michael	7085c2b6198b		GALAXY III	No	Yes	2023-05-23 13:49:28	192.168.0.181	No	Yes	No
Michael	dca6324d26b6		GALAXY III	No	Yes	2023-12-19 09:03:49	192.168.0.23	Yes	Yes	No
PI4	dca6324d2716	F9261	GALAXY III	No	Yes	2024-01-13 23:18:37	192.168.0.136	Yes	Yes	No

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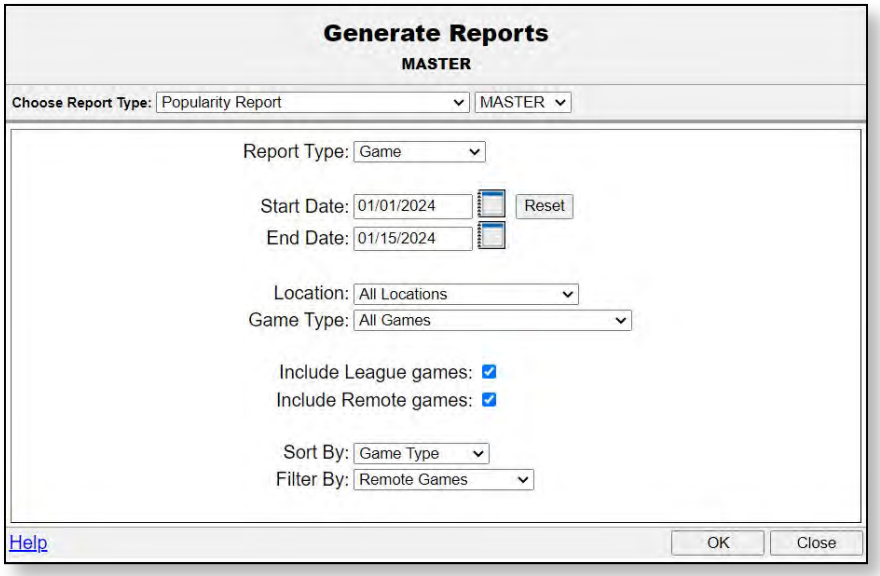
Popularity Report

Curious what your players are playing? Or if they are using certain paid features. This is the report for you. From here you can see what games/functions they are using the most in a specific time period at which locations and more. You can even divide it between League and Casual play.



Generate Reports
MASTER

Choose Report Type: Popularity Report | MASTER

Report Type: Game

Start Date: 01/01/2024 Reset
End Date: 01/15/2024

Location: All Locations
Game Type: All Games

Include League games: ☑
Include Remote games: ☑

Sort By: Game Type
Filter By: Remote Games

Help OK Close

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